

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

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FIRE EMBLEM™



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THE OFFICIAL
Nintendo
PLAYER'S GUIDE

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T. Kimishima

ASSOCIATE PUBLISHER

Yoshio Tsuboike

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Scott Pelland

SENIOR EDITOR

Jessica Joffe Stein

SENIOR WRITER

Alan Averill

COPY EDITOR

Candace English

ASSISTANT PRODUCTION MANAGER

Machiko Oehler

PRODUCTION SPECIALIST

Corinne Agbunag

PRODUCTION COORDINATOR

Mayumi Colson

STRATEGIC LAYOUT/GRAPHIC DESIGN

U-Craft

V-Design, Inc.

U-CRAFT

Ryuji Hagino

Tohru Nakagawa

Tatsuya Hoshi

Nobuhiro Watanabe

V-DESIGN ART DIRECTOR

Yoshi Orimo

V-DESIGN MANAGERS

Oliver Crowell

Sonja Morris

John Rice

ART DIRECTOR

Kim Logan

LEAD DESIGNER

Andy Myers

DESIGN/PREPRESS

Jim Catechi

Eric Fisher

Tim Garret

Rebekah Lane

Jessie Schutzenhofer

David Waterworth

PRODUCTION ASSISTANT

Christopher Shepperd

MARKETING MANAGER

Jeff Bafus

MARKETING SPECIALIST

Malinda Miller

The Fire Emblem Player's Guide is printed in Canada and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052 at \$14.99 in the U.S.A. (\$17.99 in Canada). ©2003 Nintendo of America Inc. All rights reserved. Nothing that appears in the Fire Emblem Player's Guide may be printed in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. Fire Emblem ©2003 Nintendo/INTELLIGENT SYSTEMS. ISBN 1-930206-41-0



The Official Nintendo Player's Guide

FIRE EMBLEM™



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One thousand years ago, there was a great war between humans and dragons. After a fierce battle in which both sides suffered many casualties and the world was nearly torn asunder, the dragons were defeated. Humankind began to populate the world and become involved in their own petty squabbles, and over time the mighty beasts were reduced to a child's bedtime story. But the dragons were not forgotten by all—an evil force called the Black Fang has risen, and their plans for world domination rest upon the shoulders of the huge beasts. The only thing standing in their way are three lords of the realm—Lyn, Eliwood and Hector. Can the intrepid three possibly stop the Black Fang? Only time will tell. . . .



The Main Characters

Though you'll meet a number of enchanting characters in Fire Emblem, three Lords rise above the fray in terms of courage and skill.



Lyn



STARTING CLASS	LORD		
LEVELED-UP CLASS	BLADE LORD		
CHAPTER ARRIVAL	L 1	E 15	H 16

Lyn is the first character you meet in Fire Emblem. Possessing a kind exterior and fierce determination, Lyn will stop at nothing to find her lost grandfather and reclaim her rightful place on the throne. She begins the game as a sword user, but will eventually learn how to handle a bow. The box to the right shows her stats. (Lyn is the only Lord that you can control in Lyn's Story—hence her two sets of starting stats.)

STARTING STATS	L	E	H
LV	1	4	
HP	16	18	
STR	4	5	
SKILL	7	10	
SPD	9	11	
LUCK	5	5	
DEF	2	2	
RES	0	0	
CON	5	5	
MASTERY LEVEL	D	D	
	—	—	
	—	—	
	—	—	



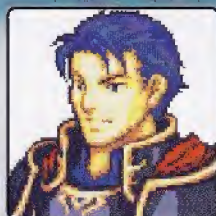
Eliwood



STARTING CLASS	LORD		
LEVELED-UP CLASS	KNIGHT LORD		
CHAPTER ARRIVAL	L —	E 11	H 12

Eliwood, a prince of an ancient land, is searching for his missing father. He cares deeply for his people and his friends, and never hesitates to do what is right, even when it seems like all hope is lost. Eliwood begins the game on foot, but will eventually level up to a Knight Lord and find a horse—which makes him the fastest of the Lords. The upgrade will also give him the ability to use a lance in addition to a sword.

STARTING STATS	L	E	H
LV	—	1	
HP	—	18	
STR	—	5	
SKILL	—	5	
SPD	—	7	
LUCK	—	7	
DEF	—	5	
RES	—	0	
CON	—	7	
MASTERY LEVEL	—	C	
	—	—	
	—	—	
	—	—	



Hector



STARTING CLASS	LORD		
LEVELED-UP CLASS	GREAT LORD		
CHAPTER ARRIVAL	L —	E 12	H 11

Bold and fearless, Hector is more comfortable in battle than he is anywhere else. Blessed (or cursed) with a sharp tongue and rapier-like wit, he often finds himself speaking the words that others are too polite to say. Though he won't win renown for his social graces, his loyalty, fierceness and ability in combat are second to none. Hector is a master of the axe, but in time he will learn to wield a sword, as well.

STARTING STATS	L	E	H
LV	—	1	
HP	—	19	
STR	—	7	
SKILL	—	4	
SPD	—	5	
LUCK	—	3	
DEF	—	8	
RES	—	0	
CON	—	13	
MASTERY LEVEL	—	—	
	—	—	
	—	C	
	—	—	

L Lyn's story

E Eliwood's story

H Hector's story



The Black Fang

Never in history has there been a group of villains more cold-hearted than the Black Fang. If this rogue's gallery doesn't scare you, you're already dead.

Meet the Black Fang

The Black Fang began as a decent organization—albeit one that didn't mind bending the rules to get things done. Over time, however, the group's noble intentions were warped by a leader who cared about only his own

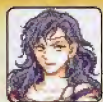
ends. Now the name of the Black Fang brings nothing but terror to all who hear it.



Nergal

CLASS DARK DRUID

Nergal is the most evil of the lot—a brash, spiteful madman whose lust for power is unquenchable. Thousands of years old and wise beyond believing, the Dark Druid is a truly formidable adversary who will stop at nothing to achieve his twisted goals. It is because of him that the Black Fang has lost its once good name.



Sonia

CLASS SAGE

A human member of the Black Fang, Sonia desires only to please herself and seize power by whatever means necessary—including the sacrifice of her own family. She rules her people through fear, not love, and is one of the most powerful foes standing in your way.



Ephdel

CLASS —

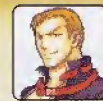
Ephdel is a Morph—a golem created by Nergal through unholy magic. His shiny golden eyes betray nothing, and they have been the final sight for many an unfortunate victim of Nergal's treachery. He is the first member of the Black Fang that you meet.



Lloyd

CLASS SWORDMASTER

Lloyd was reared on stories of the Black Fang—noble, heroic tales that told of the organization's good deeds. Though he has many doubts about the leadership of Nergal and Sonia, he is willing to follow their orders to the bitter end.



Linus

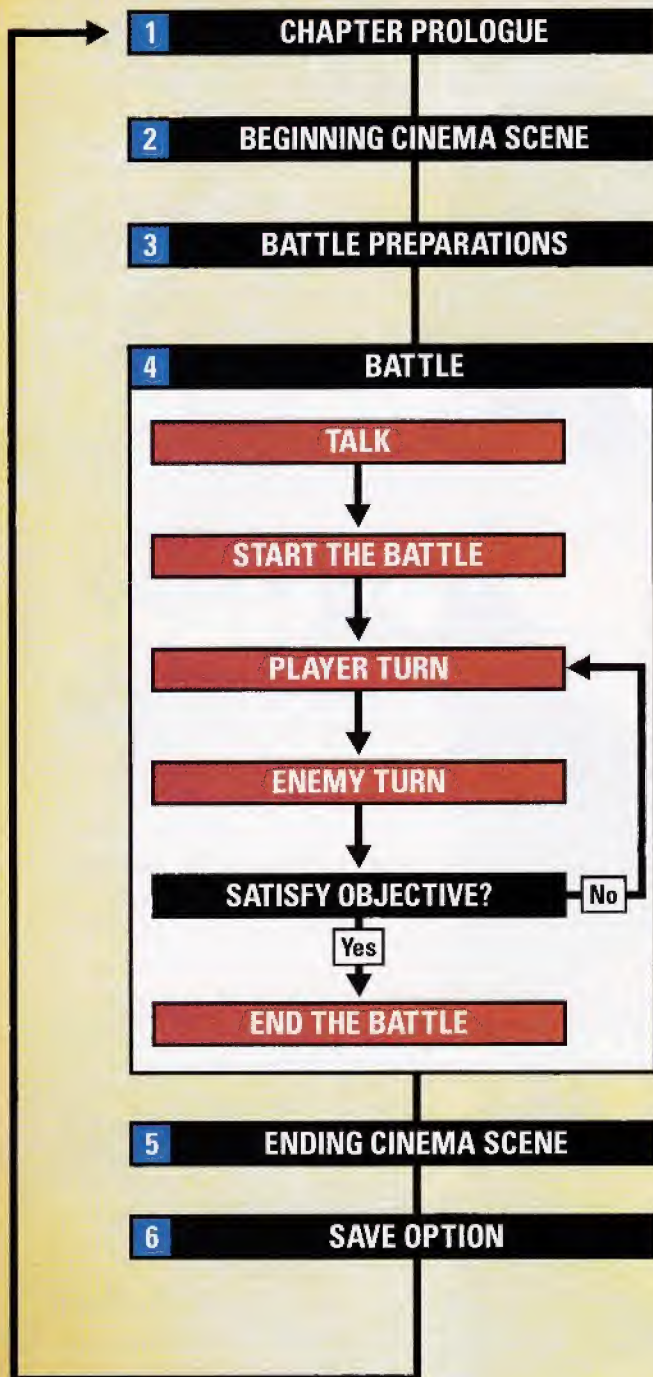
CLASS HERO

Linus is Lloyd's brother, and the more level-headed of the two. He has inherited his father's strength and skill, making him one of the most feared warriors in all the land. He, too, has doubts about the direction in which the Black Fang is headed.



Game Flow

Fire Emblem is a very linear game—events will happen in a set pattern. Learn the pattern so you know when to save, prep for battle and more.



1 2 5

Parts one, two and five are all cinema scenes—but you won't see special effects or full-motion video. Rather, you'll learn about the progression of the story through conversations. The tale gets pretty complicated—you may want to jot down a few notes.



3

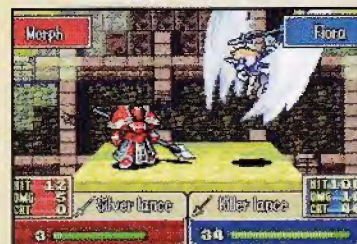
Before a battle begins, you'll have a chance to prepare. The Preparations screen is where you'll equip party members, choose your combatants and place the units on the map. More options become available as you move through the game. (Note that some chapters don't have a Preparations screen.)



PREPARATIONS SCREEN pg. 8

4

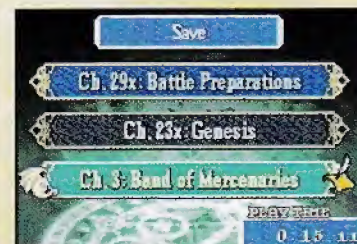
Fighting is turn-based, which means that you have as much time as you want to make a move. Once all of your units have moved and/or fought, the turn will end and the enemy will take its turn. (You can end your own turn at any time.) After you satisfy the battle's objective, the fighting will cease.



HOW TO BATTLE pg. 18

6

After another cinema scene that wraps up any loose ends, you'll have a chance to save your game. Always do so when you can. If you're the only one playing the game, use all three save slots—that way you can jump back a chapter if you miss something.





Controls

The controls for Fire Emblem are very simple, but take a moment to check them out—you don't want to be caught with your pantaloons down.

L

During battle, use the L Button to scroll between units that are awaiting commands. It's useful for large maps.

R

The R Button brings up unit data during a battle—simply move the cursor on top of the unit and press the R Button. While in the Unit Data window, you can call up a help window by pressing R again.



UNIT DATA pg. 9

A

The A Button confirms actions and scrolls through text. You can also use it to open the Map menu during battle by placing the cursor on an unoccupied square.

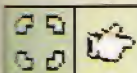
MAP MENU pg. 18

B

The B Button cancels a current action or returns you to the previous portion of a menu. You can also tap it or hold it down to scroll through text quickly.

CONTROL PAD

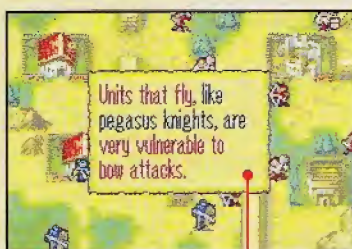
Press the Control Pad to scroll through options in menus and move the cursor around during battle. There are two cursors in the game, both shown below.



CURSORS

SELECT

The Select Button turns the Control Explanation Window (a kind of pop-up tutorial) on and off. It works only in Lyn's Story. By the time you reach Eliwood's Story, you won't need the help.



CONTROL EXPLANATION WINDOW

START

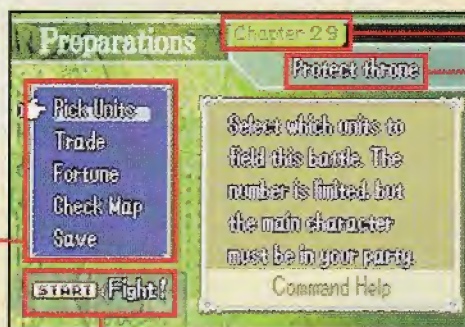
The Start Button lets you skip a cinema scene (don't do it unless you have already seen the scene, or you may miss out on valuable information). In battle, it brings up a small map that shows the location of every unit.



The Preparations Screen

You can't just let your units run into battle like a pack of wild dogs. Organization and careful planning are the keys to victory.

You have five options on the Preparations screen: Pick Units, Trade, Fortune, Check Map and Save. Each one is discussed in detail on the following pages. Press B on the Preparations Screen for quick map access.



CHAPTER NUMBER

OBJECTIVE

PICK UNITS pg. 8
TRADE pg. 10
FORTUNE pg. 10
CHECK MAP pg. 11
SAVE pg. 11

START BATTLE

Once you press the Start Button, you will begin the battle. Information about battles begins on page 12.



Pick Units



OBJECTIVE

UNIT SELECT

You can take only a set number of units into a battle. The number appears as a fraction: 5/6, for example, means you have five units selected and can take one more. Units in green must enter the battle, while units in gray are on standby.



SELECTED



STANDBY

CURRENT SELECTED UNIT

The box on the left shows a close-up of the current selected unit, including his or her level, current number of experience points and held items.

UNIT LIST pg. 9

UNIT INFO

If you want more information on a selected unit, press the R Button. Doing so will bring up detailed stats about the character.

Unit List

The unit list shows your party members, whether they are selected for the current mission or not. The character info is laid out in a handy table that allows you to compare stats, affinities and equipped items. Use the Control Pad to scroll through units and change the page.

Character					
Name	Class	lv	Exp	HP	Max
Blade Lord	Lord	15	47	39/39	
Blade Knight	Berserker	4	0	50/50	
Elwood	Lord	12	87	28/28	
Lyn	Lord	17	59	27/27	
Matthew Thief	Thief	19	32	23/23	
Gog	Wyvern Rider	16	64	23/23	

Character					
Name	Class	lv	Exp	HP	Max
Ninian	Dancer	20	51	24/24	
Matthew Thief	Thief	19	32	23/23	
Legand	Thief	12	20	26/26	
Blade Knight	Berserker	4	0	50/50	
Dart	Pirate	15	0	34/34	
Heath	Wyvern Rider	9	46	47/47	

Press Left or Right on the Control Pad to change pages, and Up or Down to scroll through characters. If you go all the way to the top and press A, you can sort a list from biggest to smallest or vice versa.



Personal Data

The Personal Data screen shows a unit's info. There are three data sets: Stats, Items and Weapon and Support Levels. To scroll among them, press Left or Right on the Control Pad. You can change units by pressing Up or Down.

Personal data	
Str	9
Skill	19
Spd	18
Luck	21
Def	10
Res	11
Move	6
Con	6
Aid	5
Trv	---
Affin	---
Cond	---

STR	Strength: The higher the number, the more damage you'll inflict
SKILL	Fighting Skill: The higher the number, the higher a unit's Hit percentage
SPD	Speed: The higher the number, the better the chance of both dodging and hitting
LUCK	Luck: Affects everything in a subtle way
DEF	Defense: Reduces damage from weapons
RES	Resistance: Reduces damage from magic
MOVE	Movement: The distance you can cross in one turn (on flat ground)
CON	Constitution: Affects the ability to rescue other units
AID	Aid: The max Constitution of a rescuable unit
TRV	Traveler: The name of a rescued unit, if applicable
AFFIN	Elemental Affinity: Determines compatibility with other units
COND	Condition: The state of the unit (poisoned, asleep, etc.)

Items

Each unit can hold five items. An item is anything in your inventory—including weapons. There is no restriction to what kind of item a unit can hold.

Items	
Lightning	35/35
Vulnerary	3/3
Elixir	3/3
Light rune	1/1
Hand axe	20/20
Equipment	Ring 1-2
Atk	11
Hit	114
Def	8
Avd	28

The weapon marked with an E is the one currently equipped.

Weapon and Support Level

Each unit's weapon usage is ranked from E to S. The more you use a weapon, the higher your Weapon Level will go. A higher Weapon Level will allow you to use better gear. See page 33 for more info on the Support Level.

Weapon and Support Level	
Flaming	B
Pent	B
Falcolight	6
LV	17
HP	37/37

WEAPON LEVEL RANKS

LOW ← E D C B A S → HIGH

ATK	The amount of damage caused by a weapon—varies by a target's Defense
HIT	The chance an attack will hit—varies by terrain and a target's Speed
RNG	The range of a weapon
CRIT	The chance a weapon will strike a critical blow, causing triple damage
AVOID	The chance of dodging an incoming attack—varies by an attacker's Hit stat

Trade

Trd

Trd stands for trade, and the command lets you swap items between two units. You can either do a one-for-one swap, or simply give an item to another unit.



Select the first unit by pressing the A Button, then scroll to the unit you want to trade with and press A again. Once the units are on the screen, pick the items you want to swap by pressing A.

List

The List command will bring up a list of every item you have. Press the A Button while on an item to place it in your inventory. If a unit is holding the item, the trade menu will automatically pop up when you press A.



POSSESSOR

CATEGORY

MERLINUS THE TRANSPORTER

You must have Merlinus the Transporter in your party before you can select the Sell, Transfer or Give All option. He will join your party during Eliwood's story.



Use

If you want to employ an item that raises your stats or changes your class, you can do so with the Use command. The item must be in your possession before you can use it.

Sell

Have too many Iron Lances? Get rid of them! Merlinus will buy any excess items at a fair price, and his bag of gold is limitless. Use him to keep your inventory in check.

Trnsfr

The Transporter can hold as many as 100 items in his tent. Choose Trnsfr (Transfer) to bring up Merlinus's inventory, then either give him items or take his things for yourself.

Give All

If you choose Give All, every item in the selected unit's inventory will be given to Merlinus. It's a good way to lighten your load in a hurry.

Fortune

Rank

The Rank option shows your tactical prowess in five categories: Tactics, Survival, Funds, Exp (experience) and Combat. The more stars you have, the better you're doing.

Augury

The Augury will give you vague, mysterious information about the upcoming battle. (But hey, you have a Player's Guide... what do you need fortune-tellers for?)

Tactician

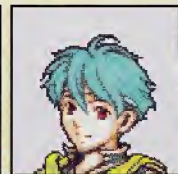
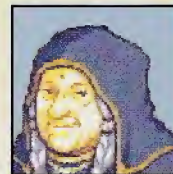
Tactician shows the name, birthdate and gender of the tactician (that would be you), as well as an evaluation of your gameplay. Again, more stars means greater success.

Reading

The reading shows one unit's relationship to another. The relationships play into the Support command. See page 33 for more information.

HANNA AND NILS

You can have an Augury only when Hanna or Nils is present. Hanna is an old crone who will predict your future for a fee (between 50 and 80 gold), while Nils is a friend who will speak sooth for nothing. Neither character is available during Lyn's story, and they will drift in and out of other stories at different times.



Check Map

View Map

It's always a good idea to look at the battlefield before you rush into combat. Select the View Map option to take a sneak peek at the upcoming battle, including the type and position of enemy units.



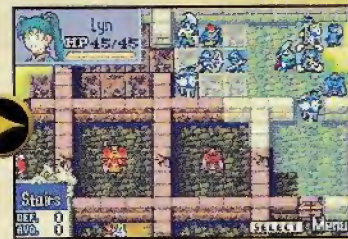
Select an enemy and press the A Button to see possible movements.



Select an enemy and press R to bring up his or her relevant info.

Formation

The Formation option lets you choose the position of your units—to an extent. Certain units, such as the hero of the chapter, cannot be moved. Also, you can move characters from one preset position to another only.



Scroll around the map with the Control Pad, then choose a unit with the A Button. Move to the unit with whom you want to swap positions, then press A again.

Options

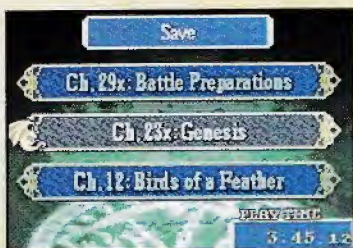
Fiddle with the settings in the Options screen. The most important option is the first one: Animation. It allows you to turn the combat animations off, resulting in battles that move much, much faster.

Save

The Save option lets you save your game with all changes intact. So if you swap equipment and move positions on the map, you can save your game at that point.

Save

The Preparations screen's save option works just like the one in the Check Map screen. Once you save your game, all prebattle changes will be remembered—which is handy if the mission ends in failure.





Terrain and Buildings

Terrain and buildings are two important facets of combat. Both can be life-savers if you're being pressed by a superior force.

Terrain

There are 18 kinds of terrain in the game. When you are attacked on a terrain type, you may receive a bonus to your Defense and Avoid stats—the same applies to units that you attack.



HOUSE		
DEF	AVOID	
0	10	

INN		
DEF	AVOID	
0	10	

LAKE		
DEF	AVOID	
0	10	

RUINS		
DEF	AVOID	
0	10	

SAND		
DEF	AVOID	
0	5	

SEA		
DEF	AVOID	
0	10	

ARENA		
DEF	AVOID	
0	10	

ARMORY		
DEF	AVOID	
0	10	

DESERT		
DEF	AVOID	
0	5	

FOREST		
DEF	AVOID	
1	20	

FORT		
DEF	AVOID	
2	20	

GATE		
DEF	AVOID	
2	20	

MOUNTAIN		
DEF	AVOID	
1	30	

PEAK		
DEF	AVOID	
2	40	

PILLAR		
DEF	AVOID	
1	20	

THRONE		
DEF	AVOID	
3	30	

VENDOR		
DEF	AVOID	
0	10	

VILLAGE		
DEF	AVOID	
0	10	

FLYING UNITS

Some units, such as the Peg Knight, Falcoknight and Wyvern Lord, have the ability to fly. Terrain does not affect such units. They receive no Movement penalties, nor any Defense or Avoid bonuses.



PIRATES AND BERSERKERS

Pirates and Berserkers can walk on water, which means they can often reach areas that are off-limits to everyone else and intercept incoming enemy units before they reach land.



Adverse Conditions

You will face four types of adverse conditions. Darkness and fog will limit your units' vision, forcing you to fight without knowing the location of all but the closest units. Both will remain in effect for an entire battle. Rain and snow will occur sporadically throughout a battle. Both limit your units' movements.



Fog and darkness are annoying. Use Thieves, Torches and/or Torch Staffs to cut through the murk.



Rain and snow will affect only units that are outside.



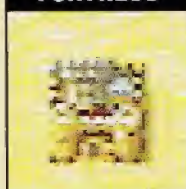
Buildings

Healing Buildings

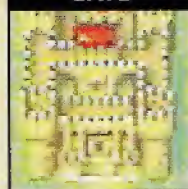
Three kinds of terrain will restore HP—fortresses, gates and thrones. If you place a unit on any of them and end your turn, the unit will recover a few hit points at the beginning of its next turn.



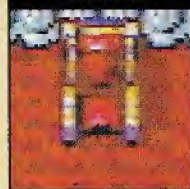
FORTRESS



GATE

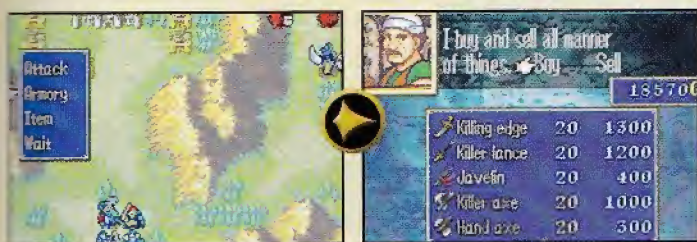


THRONE



Armories and Vendors

You must purchase supplies midbattle. The only way to do so is by visiting armories for weapons and vendors for healing supplies and magic. Once a unit buys (or sells) items, his or her turn will end.



Move a unit to an armory or vendor and enter the shop to see the wares, then choose whether to buy or sell.

Secret Shops

A few missions have secret shops—hidden stores that sell rare, powerful and very expensive items. You need an item called the Member Card to enter a secret shop. You can steal the card from a unit in either Chapter 19 (Eliwood's story) or Chapter 20 (Hector's story).



The Member Card must be stolen. Its location is called out in the walk-through.



You'll need the Member Card in hand to gain entrance to the secret shop. The entrances are invisible, but they are called out in the walk-through.

CHAPTERS CONTAINING VENDORS

L 5, 7, 10

E 11, 12, 13, 14, 15, 16x, 17, 20, 23 (1 & 2), 24, 27, 29x

H 12, 13, 14, 16, 17x, 18, 21, 24 (1 & 2), 25, 26, 29, 31x

CHAPTERS CONTAINING ARMORIES

L 3, 8, 10

E 12, 13, 14, 15, 17, 20, 23 (1 & 2), 24, 27, 29x

H 12, 13, 14, 16, 18, 21, 24 (1 & 2), 25, 26, 29, 31x

CHAPTERS CONTAINING SECRET SHOPS

L —

E 19, 21, 23 (1 & 2), 29, 30

H 20, 24 (1 & 2), 32

L Lyn's story **E** Eliwood's story **H** Hector's story

Swords

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
ARMORSLAYER	1,260	35	18	D	1	11	8	80	0	Effective against infantry
BRAVE SWORD	—	50	30	B	1	12	9	75	0	Can strike consecutively
DURANDAL	—	—	20	★	1	16	17	90	0	Exclusively for Eliwood—increases Strength by 5
IRON BLADE	980	14	35	D	1	12	9	70	0	High power, but low Hit rate
IRON SWORD	460	5	46	E	1	5	5	90	0	A standard sword
KILLING EDGE	1,300	32	20	C	1	7	9	75	30	A sword with a high Critical rate
LANCEREAVE	1,800	60	15	C	1	9	9	75	5	Strong against lances and spears, but weak against axes
LIGHT BRAND	—	25	25	C	1 or 2	9	9	70	0	Can attack indirectly with Light magic
LONGSWORD	1,260	35	18	D	1	11	6	85	0	Effective against cavalry
MANI KATTI	—	—	45	★	1	3	8	80	20	Exclusively for Lyn—effective against infantry
POISON SWORD	—	—	40	D	1	6	3	70	0	Poisons the target
RAPIER	—	75	40	★	1	5	7	95	10	For Eliwood only—effective against infantry
REGAL BLADE	—	300	25	S	1	9	20	85	0	The most powerful sword
RUNESWORD	—	110	15	A	1 or 2	11	12	65	0	Can attack indirectly with Dark magic
SILVER BLADE	1,800	60	15	A	1	13	14	60	0	High power, but low Hit rate
SILVER SWORD	1,500	27	20	A	1	8	13	80	0	A very powerful sword
SLIM SWORD	480	8	30	E	1	2	3	100	5	Low power, but high hit rate
SOL KATTI	—	—	30	★	1	14	12	95	25	For Lyn only—effective against Dragons
STEEL BLADE	1,250	25	25	C	1	14	11	65	0	High power, but low Hit rate
STEEL SWORD	600	10	30	D	1	10	8	75	0	A fairly powerful sword
WA DAO	—	30	20	D	1	5	8	75	35	An eastern-style sword with a high Critical rate
WYRMSLAYER	—	75	20	C	1	5	7	75	0	Effective against Dragons

Lances

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
AXEREAVE	1,950	65	15	C	1	11	10	70	5	Strong against axes, but weak against swords
BRAVE LANCE	—	125	30	B	1	14	10	70	0	Can attack consecutively
HEAVY SPEAR	1,200	37	16	D	1	14	9	70	0	Effective against infantry
HORSESLAYER	1,040	32	16	D	1	13	7	70	0	Effective against cavalry
IRON LANCE	360	4	45	E	1	8	7	80	0	A standard lance
JAVELIN	400	10	20	E	1 or 2	11	6	65	0	Can attack from a distance
KILLER LANCE	1,200	30	20	C	1	9	10	70	30	A lance with a high Critical rate
POISON LANCE	—	—	40	E	1	8	4	65	0	Poisons the target
REX HASTA	—	300	25	S	1	11	21	80	0	The most powerful Lance
SHORT SPEAR	—	25	18	C	1 or 2	12	9	60	0	Can attack from a distance
SILVER LANCE	1,200	30	20	A	1	10	14	75	0	A very powerful lance
SLIM LANCE	450	7	30	E	1	4	4	85	5	Low power, but high Hit rate
SPEAR	—	300	15	B	1 or 2	10	12	70	5	Can attack from a distance
STEEL LANCE	480	8	30	D	1	13	10	70	0	A fairly powerful lance

Axes

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
ARMADS	—	—	25	★	1	18	18	85	0	Exclusively for Hector—increases Strength by 5
BASILIKOS	—	300	25	S	1	13	22	75	0	The most powerful axe
BRAVE AXE	—	37	30	B	1	16	10	65	0	Can attack consecutively
DEVIL AXE	—	22	20	E	1	18	18	55	0	Damages its user at a random rate
HALBERD	810	22	18	D	1	15	10	60	0	Effective against cavalry
HAMMER	800	20	20	D	1	15	10	55	0	Effective against infantry
HAND AXE	300	7	20	E	1 or 2	12	7	60	0	Can attack from a distance
IRON AXE	270	3	45	E	1	10	8	75	0	A standard axe
KILLER AXE	1,000	25	20	C	1	11	11	65	30	An axe with a high Critical rate
POISON AXE	—	—	40	D	1	10	4	60	0	Poisons the target
SILVER AXE	1,000	25	20	A	1	12	15	70	0	A very powerful axe
STEEL AXE	360	6	30	E	1	15	11	65	0	A fairly powerful axe
SWORDREAVE	2,100	70	15	C	1 or 2	13	11	65	5	Strong against swords, but weak against lances
SWORDSLAYER	—	50	20	C	1	13	11	80	5	Strong against Myrmidons, but weak against lances
TOMAHAWK	—	100	15	A	1 or 2	14	13	65	0	Can attack from a distance
WOLF BEIL	—	75	30	★	1	10	10	75	5	Exclusively for Hector—effective against infantry



Bows

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
BALLISTA	—	—	5	E	3-10	20	8	70	0	Can attack from a great distance—standard damage
BRAVE BOW	—	125	30	B	2	12	10	70	0	Can attack consecutively
IRON BALLISTA	—	—	5	E	3-15	20	13	60	0	Can attack from a great distance—powerful damage
IRON BOW	540	6	45	E	2	5	6	85	0	A standard bow
KILLER BALLISTA	—	—	5	E	3-10	20	12	65	10	Can attack from a great distance—high Critical rate
KILLER BOW	1,400	35	20	C	2	7	9	75	30	A bow with a high Critical rate
LONGBOW	2,000	20	20	D	2 or 3	10	5	65	0	A bow with extended range
POISON BOW	—	—	40	D	2	5	4	65	0	Poisons the target
RIENFLECHE	—	300	25	S	2	7	20	80	0	The most powerful bow
SHORT BOW	1,760	40	22	D	2	3	5	85	10	A bow with a high Critical rate
SILVER BOW	1,600	40	20	A	2	6	13	75	0	A very powerful bow
STEEL BOW	720	12	30	D	2	9	9	70	0	A powerful bow



Staffs

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
BARRIER	2,250	75	15	C	1	4	—	100	—	Raises a unit's Resistance
BERSERK	—	300	3	B	MAG/2	8	—	60	—	Causes Confusion in a target
FORTIFY	—	500	8	A	MAG/2	7	—	100	—	Restores HP to a group—restored HP is the user's MAG plus 10
HAMMERNE	—	300	3	C	1	7	—	100	—	Repairs a damaged (not broken) weapon
HEAL	600	10	30	E	1	2	—	100	—	Restores HP to a unit—restored HP is the user's MAG plus 10
MEND	1,000	25	20	D	1	4	—	100	—	Restores HP to a unit—restored HP is the user's MAG plus 20
PHYSIC	3,750	125	15	B	MAG/2	5	—	100	—	Restores HP from a distance—restored HP is the user's MAG plus 10
RECOVER	2,250	75	15	C	1	6	—	100	—	Restores all of a unit's HP
RESCUE	—	300	3	B	MAG/2	6	—	100	—	Moves a unit from a distant space to an adjacent one
RESTORE	2,000	100	10	C	1	4	—	100	—	Cures all status ailments for a unit
SILENCE	—	200	3	B	MAG/2	7	—	70	—	Prevents the target from using magic for a few turns
SLEEP	—	250	3	B	MAG/2	8	—	65	—	Puts a target to sleep for a few turns
TORCH	1,000	50	10	D	1	5	—	100	—	Illuminates darkness and clears fog
UNLOCK	1,500	75	10	D	1 or 2	7	—	100	—	Opens a locked door
WARP	—	750	5	A	1	5	—	100	—	Warps a unit from one square to another



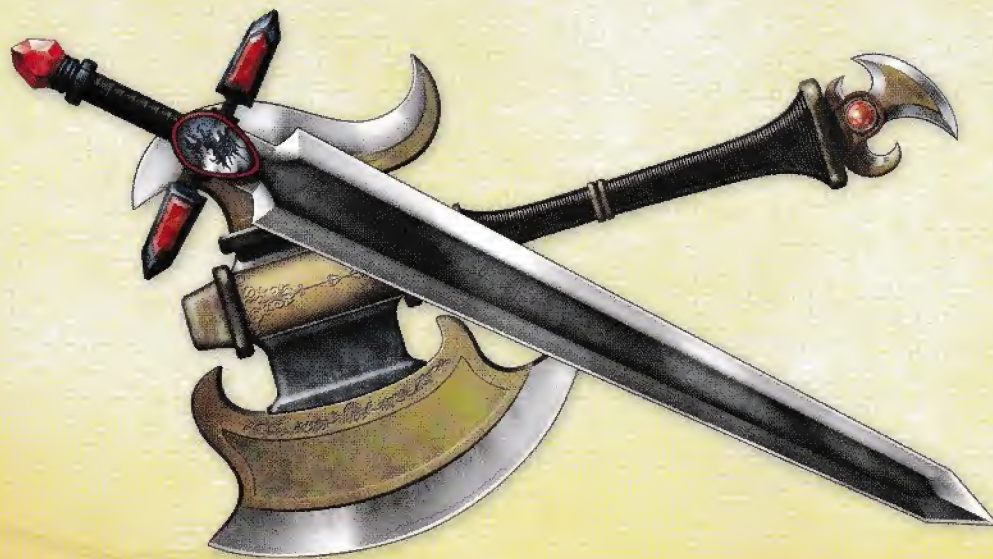
Magic

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
AURA	—	200	20	A	1 or 2	15	12	85	15	Light magic with a high Critical rate
AUREOLA	—	—	20	S	1 or 2	14	15	90	5	For Athos only—increases Resistance by 5
BOLTING	—	250	5	B	3-10	20	12	60	0	Anima magic with very long range
DIVINE	2,500	50	25	C	1 or 2	12	8	85	10	Standard Light magic
ECLIPSE	—	400	5	B	3-10	12	—	30	0	Dark magic with a very long range
ELFIRE	1,200	20	30	C	1 or 2	10	10	85	0	Very powerful Anima magic
ERESHKIGAL	—	—	—	—	1 or 2	12	20	95	0	For Nergal only—Dark magic
EXCALIBUR	—	500	25	S	1 or 2	13	18	90	10	The most powerful Anima magic
FENRIR	—	225	20	A	1 or 2	18	15	70	0	Powerful Dark magic
FIMBULVETR	—	150	20	A	1 or 2	12	13	80	0	Very powerful Anima magic
FIRE	560	7	40	E	1 or 2	4	5	90	0	Standard Anima magic
FLUX	900	10	45	D	1 or 2	8	7	80	0	Standard Dark magic
FORBLAZE	—	—	20	★	1 or 2	11	14	85	5	Athos's most powerful spell—increases Luck by 5
GESPENST	—	700	25	S	1 or 2	20	23	80	0	Very powerful Dark magic
LIGHTNING	630	9	35	E	1 or 2	6	4	95	5	Standard Light magic
LUCE	—	600	25	S	1 or 2	16	16	95	25	Very Powerful Light magic
LUNA	—	75	35	C	1 or 2	12	0	95	20	Dark magic—ignores the target's Resistance
NOSFERATU	—	80	20	C	1 or 2	14	10	70	0	Dark magic—steals a target's HP and adds it to the caster's
PURGE	—	300	5	B	3-10	20	10	75	5	Light magic with a very long range
SHINE	900	15	30	D	1 or 2	8	6	90	8	Powerful Light magic
THUNDER	70	10	35	D	1 or 2	6	8	80	5	Standard Anima magic

The sell price listed assumes that the item has not been used. Used items will decrease in value.
Items marked with a ★ can be used only by a specific character.

Other Items

NAME	BUY	SELL	USES	LV	RNG	WT	MT	HIT	CRIT	NOTES
AFA'S DROPS	—	—	1	—	—	0	—	—	—	Raises the rate at which a character gains experience
ANGELIC ROBE	8,000	4,000	1	—	—	0	—	—	—	Raises a unit's maximum HP by 7
ANTITOXIN	450	75	3	—	—	0	—	—	—	Cures poison
BLUE GEM	—	5,000	1	—	—	0	—	—	—	A valuable jewel
BODY RING	—	4,000	1	—	—	0	—	—	—	Raises a unit's Constitution by 2
BOOTS	—	4,000	1	—	—	0	—	—	—	Raises a unit's Movement by 2
CHEST KEY	1,500	150	1-5	—	—	0	—	—	—	Opens a locked chest
DELPHI SHIELD	—	5,000	—	—	—	0	—	—	—	Protects a flying unit from arrows
DOOR KEY	50	25	1	—	—	0	—	—	—	Opens a locked door
DRAGONSHIELD	—	4,000	1	—	—	0	—	—	—	Raises a unit's Defense by 2
EARTH SEAL	20,000	10,000	1	—	—	0	—	—	—	Changes the class of any unit (except Lords) at level 10 or higher
ELIXIR	3,000	500	3	—	—	0	—	—	—	Restores all HP to a unit
ELYSIAN WHIP	10,000	5,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Peg Knight or Wyvern Rider
ENERGY RING	8,000	4,000	1	—	—	0	—	—	—	Raises a unit's Resistance by 2
FELL CONTRACT	50,000	25,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Thief
FILLA'S MIGHT	—	—	1	—	—	0	—	—	—	Raises a unit's Attack for a turn
FLAMETONGUE	—	—	—	A	1-3	0	10	100	0	A powerful weapon for a Dragon
GODDESS ICON	8,000	4,000	1	—	—	0	—	—	—	Raises a unit's Luck
GUIDING RING	10,000	5,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Monk, Cleric, Mage, Troubadour or Shaman
HEAVEN SEAL	—	10,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Lord
HERO CREST	10,000	5,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Mercenary, Myrmidon or Fighter
IRON RUNE	—	2,500	—	—	—	0	—	—	—	Prevents a unit from receiving a critical hit
KNIGHT CREST	10,000	5,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Cavalier or Knight
LIGHT RUNE	—	400	1	—	—	0	—	—	—	Prevents movement on a square
LOCKPICK	1,200	40	15	—	—	0	—	—	—	Exclusively for Thieves and Assassins—unlocks doors and chests
MEMBER CARD	—	3,000	1	—	—	0	—	—	—	Allows a unit to enter a secret shop
MINE	—	250	1	—	—	0	—	—	—	Damages units entering a square
NINIS'S GRACE	—	—	15	—	—	0	—	—	—	Raises a unit's Defense and Resistance for one turn
OCEAN SEAL	50,000	25,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Pirate
ORION'S BOLT	10,000	5,000	1	—	—	0	—	—	—	Changes the class of a level 10 or higher Archer or Nomad
PURE WATER	900	150	3	—	—	0	—	—	—	Raises a unit's Resistance—effect fades with time
RED GEM	—	2,500	1	—	—	0	—	—	—	A valuable jewel
SECRET BOOK	8,000	4,000	1	—	—	0	—	—	—	Raises a unit's Skill by 2
SET'S LITANY	—	—	15	—	—	0	—	—	—	Raises a unit's Avoid by 2
SILVER CARD	—	2,000	1	—	—	0	—	—	—	Allows you to purchase items at half price
SPEEDWINGS	8,000	4,000	1	—	—	0	—	—	—	Raises a unit's Speed by 2
TALISMAN	—	4,000	1	—	—	0	—	—	—	Raises a unit's Resistance by 2
THOR'S IRE	—	—	15	—	—	0	—	—	—	Raises a unit's Critical for a turn
TORCH	—	50	5	—	—	0	—	—	—	Dispels darkness and fog around a unit
VULNERARY	300	50	3	—	—	0	—	—	—	Restores 10 HP to a unit
WHITE GEM	—	10,000	1	—	—	0	—	—	—	A valuable jewel



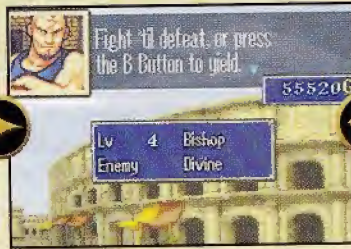
Arenas

Certain chapters (see the list to the right) contain arenas—outdoor stadiums where your party can engage in gladiatorial combat to gain gold and EP. You must pay gold (usually 600-800) to enter the arena, where you will fight a challenger. The battle continues until one of you cries uncle or loses. If you win, you'll earn EP and double the value of your entry fee. If the battle isn't going well, you can press B to escape—but you'll forfeit the entry fee.

ARENA

E 16x, 20, 23 (1 & 2), 29x

H 17x, 21, 24 (1 & 2), 31x



Your enemy's class, level and equipment will appear on-screen after you pay the entry fee. Arenas are great places to level up your characters. You can use them as much as you want, but you must be careful. If a unit falls in an arena, it'll be gone forever.

What Weapons Work?

Enemies in the arena are limited to using certain kinds of weapons. Brawling characters use only Iron-type weapons, while magic users wield either Fire, Lightning or Flux. You'll have a distinct advantage if you waltz in with a Silver weapon.



WEAPONS

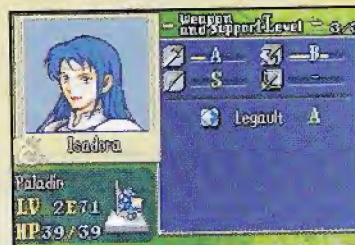
IRON SWORD
IRON LANCE
IRON AXE
IRON BOW

MAGIC

FIRE
LIGHTNING
FLUX

WEAPON PRIORITY

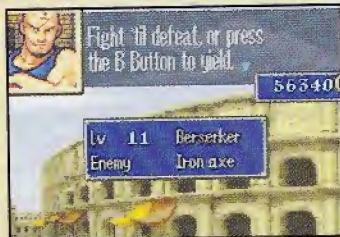
Your weapon is selected automatically. The default is the best weapon in your inventory—Silver over Steel, for example. If there is a tie (e.g., you have two Silver weapons), the priority will be as shown below.



WEAPON	SWORD, LANCE, AXE, BOW
MAGIC	ANIMA, LIGHT, DARK

DANGEROUS ENEMIES

Enemies in the arena vary, but watch out for Myrmidons and Berserkers. Even though they use Iron weapons, they both have high Critical rates. You may want to forfeit the gold rather than fight such a foe.



CHECK THE STATS

Keep a close eye on the stats during a fight—especially your HP and the enemies' DMG (Damage). You can yield only at the beginning of your turn, so if you wait too long, you may be cut down.





How to Battle

You can prepare all you want, but the moment of truth will always be on the battlefield. Learn how to maneuver so you aren't taken to task.

Movement Range

To see a unit's Movement range, place the cursor on top of it and press A. Blue squares show where a unit can move, while red squares show the range of the unit's equipped weapon.



BLUE SQUARE
MOVEMENT RANGE

RED SQUARE
ATTACK RANGE

UNITS WITH GOOD MOVEMENT

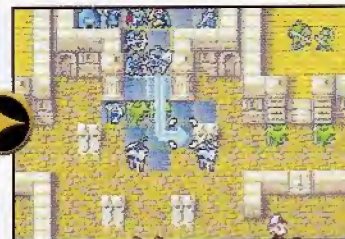
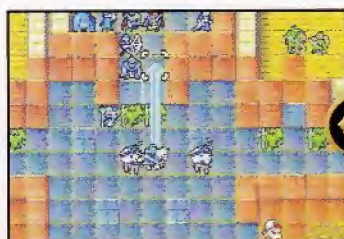
Units with good Movement are vital. They can rescue units, visit far-off villages or make an emergency trip to the Transporter. Bring at least one of the following high-Movement units with you for every battle.

CAVALIER	PALADIN
TROUBADOUR	VALKYRIE
NOMAD	NOMAD TROOPER
PEG KNIGHT	FALCON KNIGHT
WYVERN RIDER	WYVERN LORD



MOVING TWICE IN A TURN

Every mounted unit (a person who rides on an animal) has the ability to move, perform an action and move again. To move a second time, the performed action must be one of those listed on the chart below. If a unit attacks, its turn will end immediately.



Move a unit to the desired spot, then select the action. When the unit is finished, you will be able to move again. Note that you don't get your full range of Movement twice—you must divide it between the two phases.

ACTIONS

TRADE, MERCH, RESCUE, DROP, TAKE, GIVE, SUPPORT, TALK, DOOR, CHEST, VISIT, ARMORY, VENDOR, SECRET

Map Menu

You can access the Map menu by placing the cursor on an empty square and pressing the A Button, or by using the Select Button. The menu contains five commands that will help you during a tough fight.



UNIT	Displays a list of all friendly units currently on the battlefield, including full stats for each one.
STATUS	Displays the current objective, turn number, total play time and leader, as well as the number of friendly and enemy units.
OPTIONS	Lets you adjust a great number of options, including game speed, animations, music and sound effects.
SUSPEND	Saves a battle in progress and returns you to the main menu. When you resume, the suspended game will be erased.
END	Ends your phase of the current turn, after which neutral and enemy characters will get a chance to move.

Unit Commands

When you select a unit, you can either move it or have it perform an action. If you choose to move the unit, you will have a chance to perform an action after it comes to a rest. The table below lists possible actions. Note that you won't always be able to perform every action. Some, such as Talk, Support and Secret, can be used only in specific situations.



ATTACK	Attack an enemy unit with a weapon or magic.
STAFF	Cast a magic spell by using a staff. (You must use the Attack command to use offensive magic.)
STEAL	Steal an item held by an enemy. The command is for Thieves only, and many items cannot be stolen.
DANCE	Perform a dance that allows an ally to take another turn. The command is for Ninian only.
PLAY	Play a tune that allows an ally to take another turn. The command is for Nils only.
ITEM	Use and equip items. If you switch an equipped item, it doesn't count as an action.
TRADE	Trade items with an ally in an adjacent space. You can swap as many items as you like, depending on inventory space.
MERCH	Give items to or take items from Merlinus the Transporter. You must be next to his tent to use the command.
RESCUE	Rescue an ally from an adjacent space. Rescuing units suffer Skill and Speed penalties.
DROP	Drop a rescued unit on an adjacent space. The command counts as an action for both the rescued and rescuing unit.
TAKE	Take a rescued ally from a unit on an adjacent square.
GIVE	Pass a rescued ally to a unit on an adjacent square.

SUPPORT	Speak to a unit in an adjacent square and strengthen the bond between the two units. See page 33 for more on Support.
TALK	Speak to someone in an adjacent space. Usually used to sway an enemy to your side.
DOOR	Open a locked door. You must have a Lockpick, Unlock Staff or Door Key to use the command.
CHEST	Open a locked chest. You must have a Lockpick, Unlock Staff or Chest Key to use the command.
VISIT	Enter a village or house and speak to the occupants.
ARMORY	Enter an armory, at which point you can buy weapons. You can also sell things.
VENDOR	Enter a vendor, at which point you can buy items—including staffs and magic. You can also sell things.
ARENA	Enter an arena, where you can risk your life for gold and EP.
SECRET	Enter a secret shop, at which point you can buy rare items. You can also sell things.
WAIT	End your turn without performing a command of any significance.
SEIZE	Seize a point (usually a throne or gate) to end the chapter. Only the commanding Lord can perform the command.

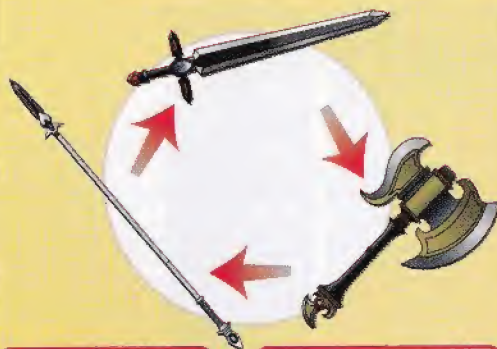
The Weapon Triangle and Trinity of Magic

The weapon triangle and trinity of magic dictate which types of weapons and magic are strong and weak against other types. As you get stronger, the systems will become less important, but they're critical in the early stages and against any boss character. Some weapons, shown below, defy the weapon triangle.

EXCEPTIONS	
	LANCEREAYER
	AXEREAYER
	SWORDREAYER
	SWORDSLAYER

THE WEAPON TRIANGLE

Swords are strong against axes, but weak against lances.

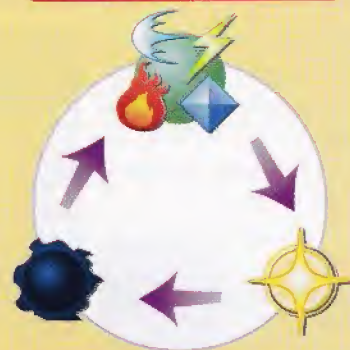


Lances are strong against swords, but weak against axes.

Axes are strong against lances, but weak against swords.

THE TRINITY OF MAGIC

Anima is strong against Light, but weak against Dark.

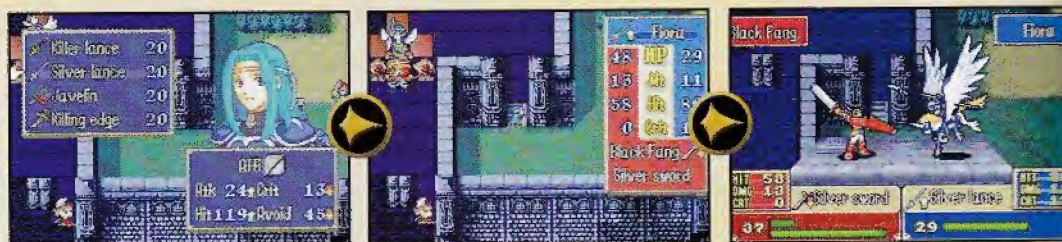


Dark is strong against Anima, but weak against Light.

Light is strong against Dark, but weak against Anima.

Attack

You'll spend most of your time using the Attack command, which is how you inflict damage upon enemies. There are three main stats to keep in mind when you attack: Atk (Attack), Hit and Crit (Critical). You will see the stats when you choose a weapon or magic with which to strike.



Get within range of a unit, then select Attack. A menu will pop up that contains all of your weapons or magic. Choose the one you want to use, then press the A Button to watch the fur fly.

Attack Ranges

Weapons have different ranges. Most swords, axes and lances can attack an adjacent square that isn't diagonal from the attacker's. Magic and bows can attack enemies farther away. If you attack an enemy from a distance and it doesn't have a long-range weapon equipped, it can't counterattack. The same applies if you use a short-range weapon to attack an enemy with a long-range weapon equipped.



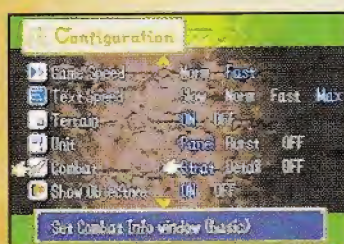
SPECIAL WEAPONS

Two weapons—the Light Brand and the Runesword—have unique qualities when it comes to range. If you attack an adjacent enemy with either weapon, it counts as a physical attack. If you attack an enemy from long range, it counts as a magic attack. Check your foe's Defense and Resistance stats before deciding what kind of attack to use.



The Combat Information Window

The Combat Information window shows all you want to know about an upcoming fight. You can change it from Detailed to Strategic (a less-dense version) in the Options menu.



DETAILED			
Flora			
19	HP	30	
12	Atk	21	
10	Def	15	
7	Hit	100	
0	Crit	13	
1	AS	17	
Lance			
Iron lance			

STRATEGIC			
Flora			
19	HP	30	
0	Atk	13	
7	Def	100	
0	Crit	13	
Lance			
Iron lance			

MT	The amount of damage the weapon will do. (An 'X' following a number means that you get multiple hits in a single turn.)
HIT	The chance that an attack will land successfully. It is affected by terrain and a unit's Speed.
CRIT	The chance that the weapon will strike a Critical blow, doing triple the damage.
ATK	The amount of damage caused by the weapon. It is affected by a unit's Defense or Resistance.
DEF	The higher a unit's Defense rating, the less damage an attack will do. It does not apply to magical attacks.
AS	Attack Speed. It determines the number of times you can strike in a single turn.

Pictures of your weapon and your enemy's weapon will appear in the window. Look for the arrow—it represents the weapon triangle or trinity of magic.

Experience Points

You will gain experience points, or EP, for many things: attacking or defeating an enemy, dodging or surviving an attack or using a staff. You will get the most EP for defeating an enemy—even if you didn't do most of the damage.



LEVEL 20 AND EP

Once a unit hits level 20, it can no longer gain EP. If the unit hasn't changed classes, it can do so and begin gaining EP again—starting from Level 1. If it has already changed classes, it cannot gain EP ever again.

Leveling Up and the Growth Rate

Once a unit receives 100 EP, it will level up and begin to earn EP anew, starting at 1 and going to 100. The chart below shows each character's growth rate—which is the rate of statistical growth when a character levels up. Dart, for example, has an S rating in Attack and Speed, but a C in Resistance. Therefore, he will gain Attack and Speed bonuses much faster than Resistance. The amount of experience you gain is a rough value, not a specific number—but the chart below should help you determine whom to level up if you need a specific kind of character.



NAME	HP	ATK	SKILL	SPD	DEF	RES	LUCK
BARTRE	A	A	B	A	A	B	B
CANAS	B	A	A	B	B	A	B
DART	B	S	B	S	B	C	B
DORCAS	A	S	A	B	B	C	A
ELIWOOD	A	A	A	A	A	B	A
ERK	B	A	A	A	B	A	B
FARINA	A	A	A	A	B	B	A
FIORA	B	B	S	A	B	A	B
FLORINA	B	A	A	A	C	B	A
GEITZ	A	A	B	A	B	B	A
GUY	A	B	A	S	C	B	A
HARKEN	A	B	B	A	A	B	B
HAWKEYE	C	A	B	B	B	B	A
HEATH	A	A	A	A	A	B	B
HECTOR	S	S	A	B	S	B	B
ISADORA	A	B	B	A	B	B	A
JAFFAR	B	C	A	B	A	B	B
KAREL	B	B	A	A	C	C	B
KARLA	B	B	A	A	C	B	A
KENT	A	A	A	A	B	B	B
LEGAULT	B	B	A	S	B	B	S

NAME	HP	ATK	SKILL	SPD	DEF	RES	LUCK
LOUISE	B	A	A	A	B	B	B
LOWEN	S	B	B	B	S	B	A
LUCIUS	C	S	A	A	C	S	B
LYN	B	A	S	S	B	B	A
MARCUS	B	B	A	B	C	B	B
MATTHEW	A	B	A	S	B	B	A
NILS	A	C	C	S	A	S	S
NINIAN	A	C	C	S	A	S	S
NINO	C	A	A	S	C	A	A
OSWIN	S	A	B	B	S	B	B
PENT	C	B	B	A	A	B	A
PRISCILLA	C	A	A	A	C	A	S
RATH	A	A	A	A	C	B	B
RAVEN	A	A	A	A	B	C	B
REBECCA	B	A	A	S	C	B	A
RENAULT	B	A	B	B	B	A	C
SAIN	A	S	B	A	B	B	B
SERRA	C	A	B	A	C	A	S
VAIDA	B	A	B	A	B	C	B
WALLACE	B	A	A	B	A	B	B
WIL	A	A	A	A	B	B	A

LOW C B A S HIGH

Athos is already at level 20 when he joins the party, so he can't gain EP. Merlinus is a special case—check page 23 to learn about the Transporter.

Rescue

If your unit is in trouble, you can rescue it from danger. Move a unit with a higher Constitution next to the unit in question and select the Rescue command. You will pick up the endangered unit and carry it around. When you tire of hauling your comrade to and fro, select the Drop command to set him or her down.



Rescues are great if a weakened unit is going to be attacked on the next turn. They're also a good way to transport slow units across the battlefield.

RESCUER PENALTIES

If you rescue a unit, your Skill and Speed ratings will drop. For that reason, you don't want to carry a rescued unit for very long. Drop it in a safe place and get on with the fight.

< Personal data >	
Str = 8	Mov = 2
Skills = 3	Exp = 9
Spd = 4	Def = 16
Lock = 4	Trw Matthew
Def = 6	Offn = 2
Res = 1	Cond = --
LV 56	0
HP 25/25	8 0 0 1 0

Special Items

Mines

A Mine acts as a booby trap. After you plant one, any unit that steps on it (including friendly ones) will be severely damaged. Mines work only once and are hard to find, so make sure that an enemy will step on them.



Narrow passageways are great places to use Mines, as the enemy is forced to step on them to reach your party.

Light Runes

Light Runes are special items that prevent an enemy from stepping on a square. Unlike Mines, they will remain in effect for the duration of the battle. Try placing them in areas where there is only one usable square—otherwise the foe will just step around them.

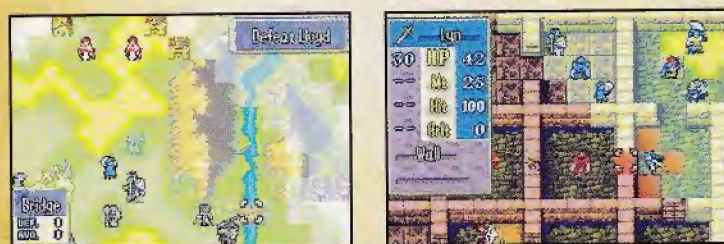


Light Runes work very well in dungeons and castles, but are pretty much useless outdoors.

Special Objects

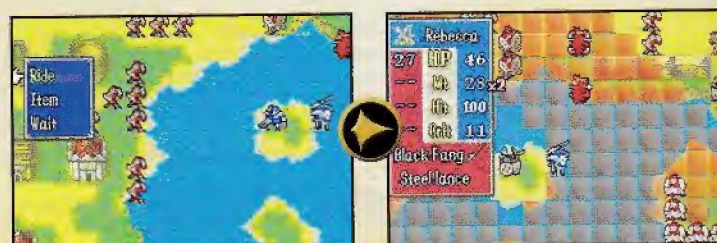
Snags and Cracked Walls

Snags are dead trees next to rivers. If you attack them, they will collapse and create a bridge to the other side. Cracked walls are weakened sections that you can break with a few sharp blows, creating a makeshift door.



Ballistae

Ballistae are large machines that fire arrows over a great distance. Only Archers and Snipers can use them. In addition to firing arrows, Ballistae can be driven around the battlefield, increasing a unit's Movement by a significant margin.



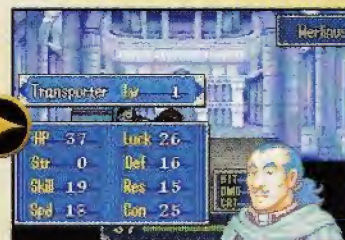
The Transporter

There is one Transporter in the game—a man named Merlinus. Once you rescue him from ne'er-do-wells and he joins your party, you can use him to store items (as many as 100 at a time). If a unit's inventory is full and it receives another item, it can send the extra to Merlinus.



Leveling Up Merlinus

Merlinus gains one level each time he participates in and survives a battle. He has no way to attack, so you must deploy a guard to make sure he isn't assaulted. When Merlinus reaches level 20, he will automatically receive an upgrade. He is also the only unit that can be eliminated in a battle and return to action—if that happens, however, he won't get any EP.



The Transporter's upgrade gives him a donkey and cart, which is a nice change from the tent since it can travel with you.

NAME	HP	ATK	SKILL	SPD	DEF	RES	LUCK
MERLINUS	S	C	S	S	A	A	S

As I Lay Dying

If Hector, Eliwood or Lyn loses HP, your game will be over. If any other unit loses all of its hit points, he or she will perish and be removed from the party forever, but the game will continue. Note that when we say forever, we mean it. If a unit kicks the bucket, you should probably restart the chapter.



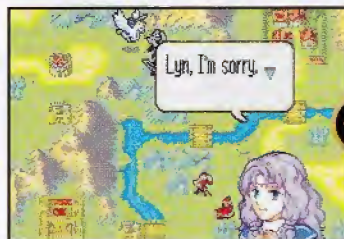
If Nils or Ninian is eliminated, you'll still see the character in cinema scenes.



Heal your units often, and don't be stingy with the Vulneraries and Elixirs—you don't want to lose anyone.

LYN'S STORY

Lyn's story is an exception to the rule. Any characters who perish in her story will be unavailable until Chapter 11—at which point you can use them again. You will miss out on experience points for the characters, however, so try not to let them check out.



Dead units will speak to you—which is a little eerie—but it turns out they were just really, really hurt.



Once you enter Eliwood's story, fallen units stay that way. Take extra caution.





Units and Classes

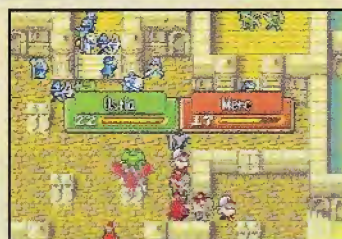
Get to know your troops! An in-depth understanding of classes is important for creating the best mix of characters on the battlefield.

Units

There are three kinds of units in the game. Friendly or player units, neutral units and enemy units. Friendly units are colored blue, neutral units are green and enemy units are red. Friendly units always have a name and a picture, while most neutral and enemy units do not.



Use the color scheme to locate your units quickly.

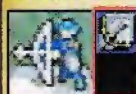


You can't control neutral units, but you can rescue them.

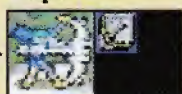


Basic and Advanced Classes

Archer



Sniper



ITEMS ORION'S BOLT, EARTH SEAL

Archers and Snipers can use only bows, so they can't attack directly. They are the only units who can use Ballistae.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3/4	1/3	2/1	2/1	2/2	3/2	1/1	1/1

Usable weapons

Bonus points for changing classes. Numbers on the left are for males; those on the right are for females.

The item required to change your class

Knight



General

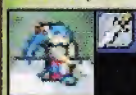


ITEMS KNIGHT CREST, EARTH SEAL

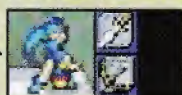
Knights have high Attack and Defense, but low Movement. They are great for rescuing units in trouble. Generals can use axes in addition to lances.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	4	2	2	3	2	3	1	2

Lord (Lyn)



Blade Lord



ITEM HEAVEN SEAL

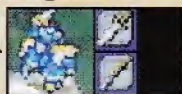
Only Lyn can become a Blade Lord. The new class allows her to use bows in addition to swords.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	2	2	0	3	5	1	2

Lord (Eliwood)



Knight Lord



ITEM HEAVEN SEAL

Only Eliwood can become a Knight Lord. The new class allows him to use lances in addition to swords, and also gives him a horse.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	0	2	3	1	5	1	2

Lord (Hector)



Great Lord



ITEM HEAVEN SEAL

Only Hector can become a Great Lord. The new class allows him to use swords in addition to axes.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	0	2	3	1	5	1	2

Mercenary



Hero



ITEMS HERO CREST, EARTH SEAL

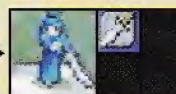
Mercenaries are a very well-balanced class, with a slight emphasis on offense. Heroes can use axes in addition to swords.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	2	2	0	3	5	1	2

Myrmidon



Swordmaster



ITEMS HERO CREST, EARTH SEAL

Myrmidons are sword specialists with very high Critical rates. A Swordmaster with a Killing Edge is hard to stop.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	5	2	0	0	2	1	1	1

Cavalier



Paladin



ITEMS KNIGHT CREST, EARTH SEAL

Cavaliers are high-Movement units with decent Defense but low Resistance. Paladins can use axes in addition to lances and swords.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	2	1	1	1	2	1	2	1

Nomad → **Nomad Trooper** **ITEMS** ORION'S BOLT, EARTH SEAL

Nomads are basically Archers with higher Movement ratings. Nomad Troopers can use swords in addition to bows.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	2	1	1	3	3	1	2

Troubadour → **Valkyrie** **ITEMS** GUIDING RING, EARTH SEAL

The only Troubadour in the game is Priscilla. She is a master of staves and healing magic. The Valkyrie can use Anima magic in addition to staves.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	2	1	0	2	3	1	1

Peg Knight → **Falcoknight** **ITEM** ELYSIAN WHIP, EARTH SEAL

Peg Knights have great Movement and Resistance, but suffer against physical attacks—especially arrows. Falcoknights can use swords in addition to lances.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	5	2	0	0	2	2	1	1

Wyvern Rider → **Wyvern Lord** **ITEMS** ELYSIAN WHIP, EARTH SEAL

The Wyvern Rider is stronger than the Peg Knight, but has a lower Resistance. Wyvern Lords can use swords in addition to lances.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	4	0	2	2	0	2	1	1

Fighter → **Warrior** **ITEMS** HERO CREST, EARTH SEAL

Fighters have very high offensive numbers, but bring little to the table speed-wise. Warriors can use bows in addition to axes.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	1	2	0	3	3	1	2

Pirate → **Berserker** **ITEM** OCEAN SEAL

Pirates have high Strength and are the only units who can walk on water. Berserkers are some of the best units in the game.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	4	1	1	1	2	2	1	3

Archer → **Sniper** **ITEMS** ORION'S BOLT, EARTH SEAL

Archers and Snipers can use only bows, so they can't attack directly. They are the only units who can use Ballistae.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3/4	1/3	2/1	2/1	2/2	3/2	1/1	1/1

Mage → **Sage** **ITEMS** GUIDING RING, EARTH SEAL

Mages have great Resistance but low Speed and Defense. Sages can use staves in addition to Anima magic.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	4/3	1/1	0/1	0/0	3/3	3/3	1/1	1/1

Monk → **Bishop** **ITEMS** GUIDING RING, EARTH SEAL

Monks use Light magic, which has a slightly higher Critical rate than other magic types. Bishops can use staves in addition to Light magic.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	2	1	0	3	2	1	1

Cleric → **Bishop** **ITEMS** GUIDING RING, EARTH SEAL

Clerics use only staves, so they are best suited to healing others and staying out of combat. Bishops can use Light magic in addition to staves.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	1	2	1	2	3	1	1

Shaman → **Druid** **ITEMS** GUIDING RING, EARTH SEAL

The Shaman is perhaps the best unit in the game, with high Critical and Power ratings and a decent Defense. Druids can use staves in addition to Dark magic.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	4	0	0	3	2	2	1	1

Archsage **ITEM** —

Athos is the only Archsage in the game, and he can't gain EP. He can use staves and all types of magic.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	—	—	—	—	—	—	—	—

Thief → **Assassin** **ITEM** FELL CONTRACT

The Thief is the only unit who can steal items—the Assassin can't steal. Keep at least one Thief around at all times.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	3	1	0	0	2	2	0	1

Bard **ITEM** —

Nils is the only Bard in the game, and he can't change classes. He allows other players to take a second turn, but he can't attack.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	—	—	—	—	—	—	—	—

Dancer **ITEM** —

Ninian is the only Dancer in the game, and she can't change classes. She allows other players to take a second turn, but she can't attack.

CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	—	—	—	—	—	—	—	—

Transporter → **Transporter** **ITEM** —

The Transporter will automatically change classes when he reaches level 20. The addition of a donkey lets him move around the battlefield.











CLASS-CHANGE BONUS	HP	ATK	SKILL	SPD	DEF	RES	MOVE	CON
	5	5	5	5	5	5	5	0






Characters in the World

The map shows where each party member is from. The page numbers lead to a detailed description of each character.






Unknown

	BARTRE pg. 28		KARLA pg. 30
	CANAS pg. 28		MERLINUS pg. 23
	DART pg. 28		NILS pg. 31
	GEITZ pg. 29		NINIAN pg. 31
	KAREL pg. 30		RENAULT pg. 32

Black Fang



	JAFFAR pg. 29
	LEGAULT pg. 30
	NINO pg. 31

Etruria






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	LOUISE pg. 30		RAVEN pg. 32
	PENT pg. 31		






Nabata

	ATHOS pg. 28
	HAWKEYE pg. 29




Ostia

	HECTOR pg. 4		OSWIN pg. 31
	LUCIUS pg. 30		SERRA pg. 32
	MATTHEW pg. 31		




Ilia

	FARINA pg. 28
	FLORA pg. 28
	FLORINA pg. 29




Caelin

	KENT pg. 30
	SAIN pg. 32
	WALLACE pg. 32








Sacae

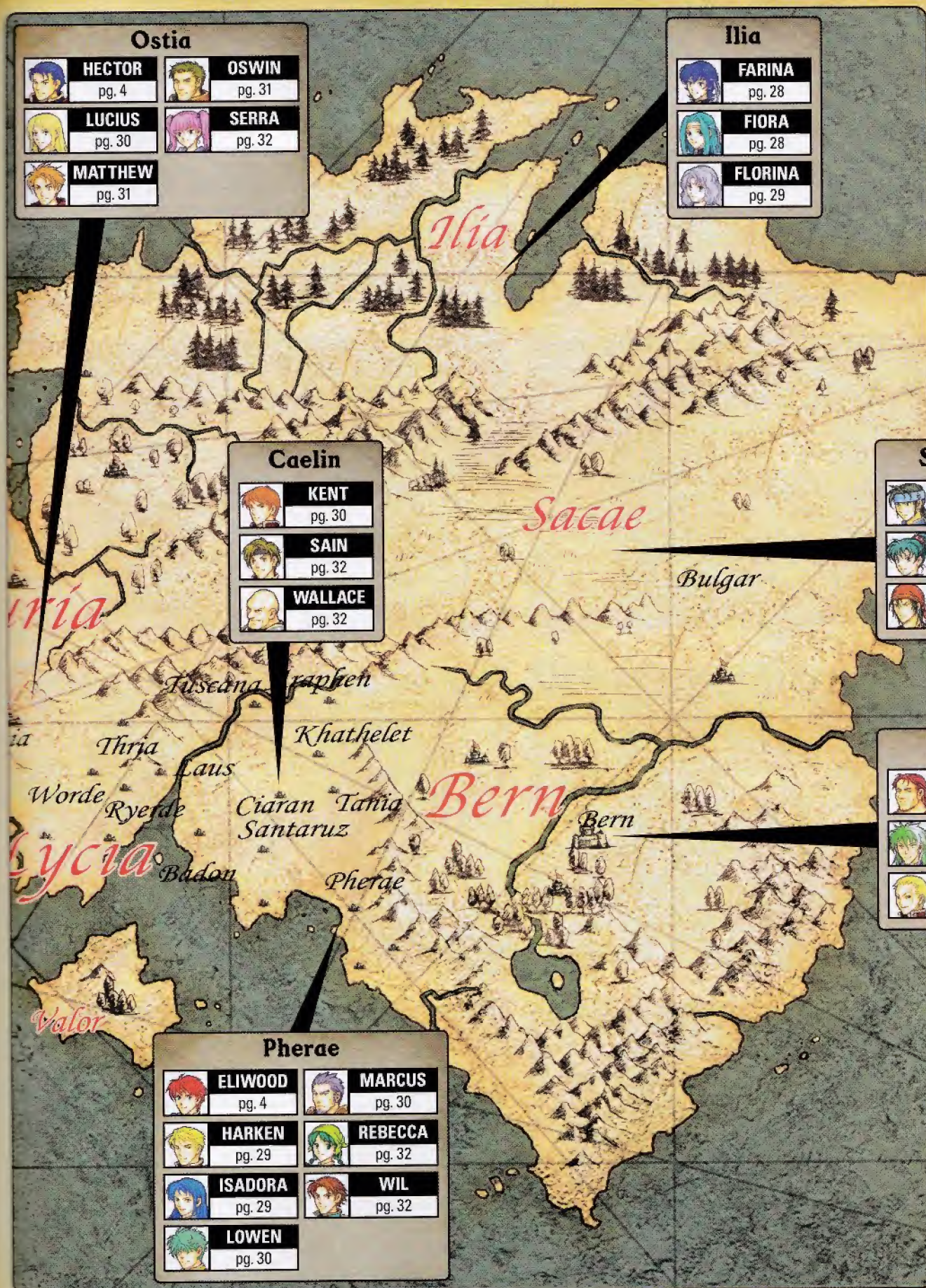
	GUY pg. 29
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Bern

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Pherae

	ELIWOOD pg. 4		MARCUS pg. 30
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	ISADORA pg. 29		WIL pg. 32
	LOWEN pg. 30		





Athos



CLASS	ARCHSAGE
CHAPTER ARRIVAL	L — E 31 H 33

Athos is first alphabetically, but last in appearance. You won't get the Arch-sage until just before the final battle. He can use any kind of magic, but is already so advanced that he can't gain any more experience points.

DEFAULT STATS	L	E	H
LV	—	20	
HP	—	40	
STR	—	30	
SKILL	—	24	
SPD	—	20	
LUCK	—	25	
DEF	—	20	
RES	—	28	
CON	—	9	
MASTERY LEVEL	—	S	



Dorcas



STARTING CLASS	FIGHTER
LEVELED-UP CLASS	WARRIOR
CHAPTER ARRIVAL	L 4 E 11 H 12

Dorcas is strong offensively, but his Defense and Resistance are weak. Bartre is generally better if you want a Warrior, although Dorcas gets a head start on EP by appearing in Lyn's story.

DEFAULT STATS	L	E	H
LV	3	3	
HP	30	30	
STR	7	7	
SKILL	7	7	
SPD	6	6	
LUCK	3	3	
DEF	3	3	
RES	0	0	
CON	14	14	
MASTERY LEVEL	—	—	



Bartre



STARTING CLASS	FIGHTER
LEVELED-UP CLASS	WARRIOR
CHAPTER ARRIVAL	L — E 11 H 12

Bartre is a wandering adventurer who likes nothing more than a good brawl followed by a good party. He joins your team with Dorcas and is a useful character in the early going.

DEFAULT STATS	L	E	H
LV	—	2	
HP	—	29	
STR	—	9	
SKILL	—	5	
SPD	—	3	
LUCK	—	4	
DEF	—	4	
RES	—	0	
CON	—	13	
MASTERY LEVEL	—	—	



Erk



STARTING CLASS	MAGE
LEVELED-UP CLASS	SAGE
CHAPTER ARRIVAL	L 5 E 14 H 14

Erk is really hard to use at first because his HP and Defense are so low, but don't give up on the Mage. In time, he can become very powerful and learn the long-range magic Bolting.

DEFAULT STATS	L	E	H
LV	1	1	
HP	17	17	
STR	5	5	
SKILL	6	6	
SPD	7	7	
LUCK	3	3	
DEF	2	2	
RES	4	4	
CON	5	5	
MASTERY LEVEL	—	—	



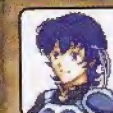
Canas



STARTING CLASS	SHAMAN
LEVELED-UP CLASS	DRUID
CHAPTER ARRIVAL	L — E 16x H 17x

Canas is the only Dark magic user, and he's amazing. The Shaman can use spells that nullify Resistance (Luna) or restore his HP (Nosferatu). Level him up as fast as you can.

DEFAULT STATS	L	E	H
LV	—	8	
HP	—	21	
STR	—	10	
SKILL	—	9	
SPD	—	8	
LUCK	—	7	
DEF	—	5	
RES	—	8	
CON	—	7	
MASTERY LEVEL	—	—	



Farina



STARTING CLASS	PEG KNIGHT
LEVELED-UP CLASS	FALCOKNIGHT
CHAPTER ARRIVAL	L — E — H 25

Farina is the third and final Peg Knight that you'll meet, and she joins only in Hector's story. She loves a good fight (and a good paycheck) and grows at a very high rate.

DEFAULT STATS	L	E	H
LV	—	12	
HP	—	24	
STR	—	10	
SKILL	—	13	
SPD	—	14	
LUCK	—	10	
DEF	—	10	
RES	—	12	
CON	—	5	
MASTERY LEVEL	—	—	



Dart



STARTING CLASS	PIRATE
LEVELED-UP CLASS	BERSERKER
CHAPTER ARRIVAL	L — E 17 H 18

Turn Dart into a Berserker as quickly as possible. (Make sure that you get the Ocean Seal—it's the only way to level him up.) In addition to having skill with an axe, Dart can walk on water.

DEFAULT STATS	L	E	H
LV	—	8	
HP	—	34	
STR	—	12	
SKILL	—	8	
SPD	—	8	
LUCK	—	3	
DEF	—	6	
RES	—	1	
CON	—	10	
MASTERY LEVEL	—	—	



Fiora



STARTING CLASS	PEG KNIGHT
LEVELED-UP CLASS	FALCOKNIGHT
CHAPTER ARRIVAL	L — E 18 H 19

Fiora is stronger than Florina, and her Resistance will shoot through the roof at higher levels. Like all flying units, she has an inherent weakness against arrows.

DEFAULT STATS	L	E	H
LV	—	7	
HP	—	21	
STR	—	8	
SKILL	—	11	
SPD	—	13	
LUCK	—	6	
DEF	—	6	
RES	—	7	
CON	—	5	
MASTERY LEVEL	—	—	



Florina



STARTING CLASS	PEG KNIGHT
LEVELED-UP CLASS	FALCOKNIGHT
CHAPTER ARRIVAL	L 3 E 15 H 16

Florina's long range will help in the early going, but you'll probably find it difficult to use her until she's a Falcoknight—it's very easy to get her destroyed. Deploy her with great care.

DEFAULT STATS	L	E	H
LV	1	3	
HP	17	18	
STR	5	6	
SKILL	7	8	
SPD	9	9	
LUCK	7	8	
DEF	4	4	
RES	4	5	
CON	4	4	
MASTERY LEVEL	D	D	



Hawkeye



CLASS	BERSERKER
CHAPTER ARRIVAL	L — E 22 H 23

Hawkeye has been living in the desert for years, and the tough life has made him one of the strongest characters in the game. By virtue of his 50 HP alone, he's a great character to use in almost any boss battle.

DEFAULT STATS	L	E	H
LV	—	4	
HP	—	50	
STR	—	18	
SKILL	—	14	
SPD	—	11	
LUCK	—	13	
DEF	—	14	
RES	—	10	
CON	—	16	
MASTERY LEVEL	—	—	A



Geitz



CLASS	WARRIOR
CHAPTER ARRIVAL	L — E 23 H 24

You'll have a chance to get Geitz or Wallace in your party, but not both. The Warrior is a powerful addition to your group, but his Resistance is low; keep him away from magic users at all costs. His other stats are quite strong.

DEFAULT STATS	L	E	H
LV	—	3	
HP	—	40	
STR	—	17	
SKILL	—	12	
SPD	—	13	
LUCK	—	10	
DEF	—	11	
RES	—	3	
CON	—	13	
MASTERY LEVEL	—	B	B



Heath



STARTING CLASS	WYVERN RIDER
LEVELED-UP CLASS	WYVERN LORD
CHAPTER ARRIVAL	L — E 21 H 22

Heath has incredible Speed, Defense and Skill ratings, but his Resistance is only so-so. Give Heath the Delphi Shield if you use him in combat—it will protect him from arrows.

DEFAULT STATS	L	E	H
LV	—	8	
HP	—	38	
STR	—	21	
SKILL	—	20	
SPD	—	17	
LUCK	—	12	
DEF	—	15	
RES	—	10	
CON	—	11	
MASTERY LEVEL	—	B	—



Guy



STARTING CLASS	MYRMIDON
LEVELED-UP CLASS	SWORDMASTER
CHAPTER ARRIVAL	L — E 13 H 13

Guy has great attack power, and his Speed is so high it makes him nearly impossible to hit. Get him to the Swordmaster class, give him a Killing Edge and get out of the way.

DEFAULT STATS	L	E	H
LV	—	3	
HP	—	21	
STR	—	6	
SKILL	—	11	
SPD	—	11	
LUCK	—	5	
DEF	—	5	
RES	—	0	
CON	—	5	
MASTERY LEVEL	—	D	—



Isadora



CLASS	PALADIN
CHAPTER ARRIVAL	L — E 20 H 21

Isadora is the only female Paladin in the game, and she's skilled with both swords and lances. She can also use axes, but not very well. Use her high Movement rating to rescue allies and intercept oncoming foes.

DEFAULT STATS	L	E	H
LV	—	1	
HP	—	28	
STR	—	13	
SKILL	—	12	
SPD	—	16	
LUCK	—	10	
DEF	—	8	
RES	—	6	
CON	—	6	
MASTERY LEVEL	—	A	B



Harken



CLASS	HERO
CHAPTER ARRIVAL	L — E 25 H 27

You can get either Harken or Karel in your party, but not both. Because he joins up so late, Harken's a powerful character from the word "go." He's a good choice to take on magic users, as his Resistance is high for a melee unit.

DEFAULT STATS	L	E	H
LV	—	8	
HP	—	38	
STR	—	21	
SKILL	—	20	
SPD	—	17	
LUCK	—	12	
DEF	—	15	
RES	—	10	
CON	—	11	
MASTERY LEVEL	—	B	B



Jaffar



CLASS	ASSASSIN
CHAPTER ARRIVAL	L — E 26 H 28

Getting Jaffar in your party takes some doing, but it's well worth the effort. His Critical rating is through the roof, which means he'll dispatch most enemies in a single hit. He joins late, though, so you won't use him much.

DEFAULT STATS	L	E	H
LV	—	13	
HP	—	34	
STR	—	19	
SKILL	—	25	
SPD	—	24	
LUCK	—	10	
DEF	—	15	
RES	—	11	
CON	—	8	
MASTERY LEVEL	—	A	—



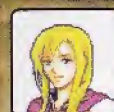
Karel



CLASS	SWORDMASTER
CHAPTER	L — E 25 H 27

You can get either Karel or Harken in your party, but not both. The Swordmaster hits on almost every turn, but his low Strength prevents him from doing the kind of damage that you'd want from a high-level character.

DEFAULT STATS	L	E	H
LV	—	8	
HP	—	31	
STR	—	16	
SKILL	—	23	
SPD	—	20	
LUCK	—	15	
DEF	—	13	
RES	—	12	
CON	—	9	
MASTERY LEVEL	—	A	



Louise



CLASS	SNIPER
CHAPTER	L — E 24 H 26

Louise is an excellent unit, and if you haven't leveled up Rebecca and Wil by the time she joins, you'll want to use her in every mission. Her Support level with Pent is fantastic—try to use them together whenever possible.

DEFAULT STATS	L	E	H
LV	—	4	
HP	—	28	
STR	—	12	
SKILL	—	14	
SPD	—	17	
LUCK	—	16	
DEF	—	9	
RES	—	12	
CON	—	6	
MASTERY LEVEL	—	—	A



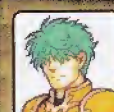
Karla



CLASS	SWORDMASTER
CHAPTER	L — E — H 32x

Karla joins only in Hector's story, and she's inferior to both Karel and Guy. Since Swordmasters are a specialized unit, you're better off concentrating on making one powerful instead of all three.

DEFAULT STATS	L	E	H
LV	—	5	
HP	—	29	
STR	—	14	
SKILL	—	21	
SPD	—	18	
LUCK	—	16	
DEF	—	11	
RES	—	12	
CON	—	7	
MASTERY LEVEL	—	A	



Lowen



STARTING CLASS	CAVALIER
LEVELED-UP CLASS	PALADIN
CHAPTER	L — E 11 H 12

Don't be fooled by the shaggy mop of hair. Lowen is a serviceable unit with high HP and Defense ratings. You have lots of choices for Paladins, and Lowen is one of the best.

DEFAULT STATS	L	E	H
LV	—	2	
HP	—	23	
STR	—	7	
SKILL	—	5	
SPD	—	7	
LUCK	—	3	
DEF	—	7	
RES	—	0	
CON	—	10	
MASTERY LEVEL	—	D	



Kent



STARTING CLASS	CAVALIER
LEVELED-UP CLASS	PALADIN
CHAPTER	L 1 E 15 H 16

Kent is a better option than Sain if you want a high-level Cavalier, but his Luck and Resistance are both quite poor. Keep him away from magic users and be ready to heal a lot.

DEFAULT STATS	L	E	H
LV	1	5	
HP	20	23	
STR	6	8	
SKILL	6	7	
SPD	7	8	
LUCK	2	4	
DEF	5	6	
RES	1	1	
CON	9	9	
MASTERY LEVEL	D	D	



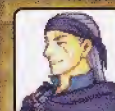
Lucius



STARTING CLASS	MONK
LEVELED-UP CLASS	BISHOP
CHAPTER	L 7 E 16 H 17

Lucius has low Defense even for a magic user, and his Luck isn't much to write home about either. Like all magic users, however, he can become extremely powerful in time.

DEFAULT STATS	L	E	H
LV	3	3	
HP	18	18	
STR	7	7	
SKILL	6	6	
SPD	10	10	
LUCK	2	2	
DEF	1	1	
RES	6	6	
CON	6	6	
MASTERY LEVEL	D	D	



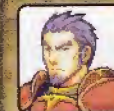
Legault



STARTING CLASS	THIEF
LEVELED-UP CLASS	ASSASSIN
CHAPTER	L — E 19 H 20

Legault is a great Thief. His Strength and Defense are both good, which means he's easier to level up than Matthew. Consider keeping him a Thief, however, instead of an Assassin.

DEFAULT STATS	L	E	H
LV	—	12	
HP	—	26	
STR	—	8	
SKILL	—	11	
SPD	—	15	
LUCK	—	10	
DEF	—	8	
RES	—	3	
CON	—	9	
MASTERY LEVEL	—	C	



Marcus



CLASS	PALADIN
CHAPTER	L — E 11 H 12

Marcus doesn't have a great growth rate, but his Defense, Strength and Skill are stellar. You'll probably use him to take on all the boss characters in the first few levels. His ability to use multiple weapons is an added bonus.

DEFAULT STATS	L	E	H
LV	—	1	
HP	—	31	
STR	—	15	
SKILL	—	15	
SPD	—	11	
LUCK	—	8	
DEF	—	10	
RES	—	8	
CON	—	11	
MASTERY LEVEL	—	A	



Matthew

STARTING CLASS THIEF
LEVELED-UP CLASS ASSASSIN
CHAPTER L 6 E 12 H 11

Matthew is very quick and can cover a lot of ground in a turn, but he's not much for combat. Keep him as a Thief so you always have someone who can pilfer goods.



DEFAULT STATS	L	E	H
LV	2	2	
HP	18	18	
STR	4	4	
SKILL	4	4	
SPD	11	11	
LUCK	2	2	
DEF	3	3	
RES	0	0	
CON	7	7	
MASTERY LEVEL	D	D	



Oswin

STARTING CLASS KNIGHT
LEVELED-UP CLASS GENERAL
CHAPTER L — E 12 H 12

Oswin is nearly impenetrable—especially when he becomes a General—but he's incredibly slow. Give him the Boots so he can actually reach enemies before the fight is over.



DEFAULT STATS	L	E	H
LV	—	9	
HP	—	28	
STR	—	13	
SKILL	—	9	
SPD	—	5	
LUCK	—	3	
DEF	—	13	
RES	—	3	
CON	—	14	
MASTERY LEVEL	—	B	



Nils

CLASS BARD
CHAPTER L 7 E 30 H 32

Nils can't attack, but his song will let one unit take a second turn. (The song never fails, either.) His growth rate is fantastic, although most of it goes toward Speed, Luck and Resistance.



DEFAULT STATS	L	E	H
LV	1	—	
HP	14	—	
STR	0	—	
SKILL	0	—	
SPD	12	—	
LUCK	10	—	
DEF	5	—	
RES	4	—	
CON	3	—	
MASTERY LEVEL	—	—	



Pent

CLASS SAGE
CHAPTER L — E 24 H 26

Pent is a godsend. His magic skills are beyond compare, and he can also wield a staff with the best of them. Give him high-powered Anima spells and let him do his thing.



DEFAULT STATS	L	E	H
LV	—	6	
HP	—	33	
STR	—	18	
SKILL	—	21	
SPD	—	17	
LUCK	—	14	
DEF	—	11	
RES	—	16	
CON	—	8	
MASTERY LEVEL	—	A	



Ninian

CLASS DANCER
CHAPTER L — E 19 H 20

Ninian is the twin image of her brother, Nils, right down to identical growth rates that focus on Speed, Luck and Resistance. You'll have only one of the siblings at a time, and you should use either one on every turn.



DEFAULT STATS	L	E	H
LV	—	1	
HP	—	14	
STR	—	0	
SKILL	—	0	
SPD	—	12	
LUCK	—	10	
DEF	—	5	
RES	—	4	
CON	—	4	
MASTERY LEVEL	—	—	



Priscilla

STARTING CLASS TROUBADOUR
LEVELED-UP CLASS VALKYRIE
CHAPTER L — E 14 H 14

Priscilla can use staves and healing magic, but unlike Serra, she owns a horse. The added Movement makes her a much better candidate for the party's official healing unit.



DEFAULT STATS	L	E	H
LV	—	3	
HP	—	16	
STR	—	6	
SKILL	—	6	
SPD	—	8	
LUCK	—	7	
DEF	—	3	
RES	—	6	
CON	—	4	
MASTERY LEVEL	—	C	



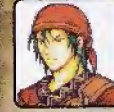
Nino

STARTING CLASS MAGE
LEVELED-UP CLASS SAGE
CHAPTER L — E 26 H 28

Nino has a high growth rate in every category but Defense, and her magic power is great. She joins the team very late, however, so it's difficult to level her up.



DEFAULT STATS	L	E	H
LV	—	5	
HP	—	19	
STR	—	7	
SKILL	—	8	
SPD	—	11	
LUCK	—	10	
DEF	—	4	
RES	—	7	
CON	—	3	
MASTERY LEVEL	—	C	



Rath

STARTING CLASS NOMAD
LEVELED-UP CLASS NOMAD TROOPER
CHAPTER L 6 E 21 H 22

Rath has high Speed, Strength and Skill ratings, and is one of the more useful characters in the game. He can't attack directly, though, so you'll have to be careful when using him in battle.



DEFAULT STATS	L	E	H
LV	7	9	
HP	25	27	
STR	8	9	
SKILL	9	10	
SPD	10	11	
LUCK	5	5	
DEF	7	8	
RES	2	2	
CON	8	7	
MASTERY LEVEL	C	B	



Raven



STARTING CLASS	MERCENARY
LEVELED-UP CLASS	HERO
CHAPTER	L — E 16 H 17

Raven is a well-rounded character who could find a place in any party—although the fact that he doesn't excel in any one area may lead you to ignore him. Watch out for his low Resistance.

DEFAULT STATS	L	E	H
LV	—	5	
HP	—	25	
STR	—	8	
SKILL	—	11	
SPD	—	13	
LUCK	—	2	
DEF	—	5	
RES	—	1	
CON	—	8	
MASTERY LEVEL	—	C	



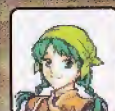
Serra



STARTING CLASS	CLERIC
LEVELED-UP CLASS	BISHOP
CHAPTER	L 5 E 12 H 12

Serra is your only healer for the first few missions, so you'll use her a lot. Once Priscilla shows up, however, you'll use Serra very infrequently. She has almost no Defense, so be careful.

DEFAULT STATS	L	E	H
LV	1	1	
HP	17	17	
STR	2	2	
SKILL	5	5	
SPD	8	8	
LUCK	6	6	
DEF	2	2	
RES	5	5	
CON	4	4	
MASTERY LEVEL	—	—	D



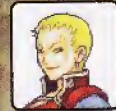
Rebecca



STARTING CLASS	ARCHER
LEVELED-UP CLASS	SNIPER
CHAPTER	L — E 11 H 12

Rebecca has a high growth rate, which helps her in the long run. She's weak initially, but with patience and careful deployment she can become one of your most valuable fighters.

DEFAULT STATS	L	E	H
LV	—	1	
HP	—	17	
STR	—	4	
SKILL	—	5	
SPD	—	6	
LUCK	—	4	
DEF	—	3	
RES	—	1	
CON	—	5	
MASTERY LEVEL	—	—	D



Vaida



CLASS	WYVERN LORD
CHAPTER	L — E 27 H 29

Vaida is a strong character with good Movement, but she joins the party very late in the game. She's tough enough to take an arrow or two and survive, but don't press your luck. A high Constitution makes her perfect for rescues.

DEFAULT STATS	L	E	H
LV	—	9	
HP	—	43	
STR	—	20	
SKILL	—	19	
SPD	—	13	
LUCK	—	11	
DEF	—	21	
RES	—	5	
CON	—	12	
MASTERY LEVEL	—	A	—



Renault



CLASS	BISHOP
CHAPTER	L — E 30 H 32

Renault joins the party during the second-to-last mission, and for someone who arrives so late, he's not terribly useful. His magic skills are mediocre at best—stick with Lucius if you want a high-level Light-magic user.

DEFAULT STATS	L	E	H
LV	—	16	
HP	—	43	
STR	—	12	
SKILL	—	22	
SPD	—	20	
LUCK	—	10	
DEF	—	15	
RES	—	18	
CON	—	9	
MASTERY LEVEL	—	A	A



Wallace



STARTING CLASS	KNIGHT
LEVELED-UP CLASS	GENERAL
CHAPTER	L 9 E 23 H 24

Wallace starts out as a Knight in Lyn's story, but he will automatically change classes before you have a chance to say anything about it. Like all Generals, he's nearly impossible to damage.

DEFAULT STATS	L	E	H
LV	12	1	
HP	30	34	
STR	13	16	
SKILL	7	9	
SPD	5	8	
LUCK	10	10	
DEF	15	19	
RES	2	5	
CON	13	15	
MASTERY LEVEL	—	A	E



Sain



STARTING CLASS	CAVALIER
LEVELED-UP CLASS	PALADIN
CHAPTER	L 1 E 15 H 16

Sain has high HP and Strength ratings, but very low Skill—which means he'll miss almost as often as he hits. He's more fun to be around than Kent, but Kent is the better soldier.

DEFAULT STATS	L	E	H
LV	1	4	
HP	19	22	
STR	8	9	
SKILL	4	5	
SPD	6	7	
LUCK	4	5	
DEF	6	7	
RES	0	0	
CON	9	9	
MASTERY LEVEL	E	D	D



Wil



STARTING CLASS	ARCHER
LEVELED-UP CLASS	SNIPER
CHAPTER	L 3 E 15 H 16

Wil has a good growth rate, and his HP and Strength improve at a faster clip than Rebecca's. If you can get him to Sniper status, he'll be an invaluable aid to your cause.

DEFAULT STATS	L	E	H
LV	2	4	
HP	20	21	
STR	6	6	
SKILL	5	5	
SPD	5	6	
LUCK	6	7	
DEF	5	5	
RES	0	1	
CON	6	6	
MASTERY LEVEL	—	—	D

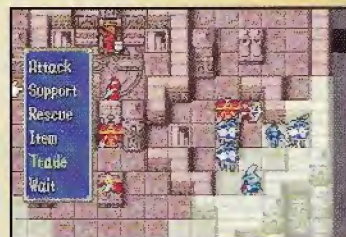


Support and Affinity

You can give your fighters a boost by pairing them with characters they like. Using Support effectively is one of Fire Emblem's greatest challenges.

Support

When two units share the same Affinity, they can aid each other in combat. If you find two units with the same Affinity and keep them side-by-side on the battlefield through multiple turns, a Support option may pop up in the menu. If you choose Support, the two characters will talk to each other. From then on, any time they are within three squares of each other, they will receive a small bonus to their Hit, Attack and Avoid rates. Each pairing has three possible levels of Support effectiveness (C, B and A), and the more times you Support a character, the greater the bonuses will become. Both the number of times you can use Support and the amount of time that you must spend next to a character to receive the Support option vary. See the list below to find out which characters can lend aid to each other.



Support Characters

CHARACTER	SUPPORT CHARACTERS
BARTRE	Dorcas, Raven, Canas, Karla, Renault
CANAS	Pent, Nino, Renault, Bartre, Vaida
DART	Farina, Wil, Geitz, Rebecca, Karel
DORCAS	Bartre, Geitz, Oswin, Vaida, Farina
ERK	Louise, Nino, Pent, Priscilla, Serra
GEITZ	Dorcas, Karel, Isadora, Fiora, Dart
GUY	Matthew, Rath, Karel, Priscilla, Louise
ELIWOOD	Hector, Lyn, Ninian, Marcus, Lowen, Harken, Fiora
FARINA	Hector, Florina, Fiora, Kent, Dart, Karla, Dorcas
FIORA	Farina, Florina, Eliwood, Kent, Sain, Pent, Geitz
FLORINA	Hector, Lyn, Farina, Fiora, Ninian, Nino, Serra
HARKEN	Eliwood, Isadora, Lowen, Marcus, Vaida
HAWKEYE	Ninian, Pent, Louise
HEATH	Vaida, Legault, Louise, Priscilla, Kent
HECTOR	Eliwood, Lyn, Oswin, Matthew, Florina, Serra, Farina
ISADORA	Legault, Lowen, Marcus, Harken, Geitz, Renault, Sain
JAFFAR	Nino, Matthew, Legault
KAREL	Guy, Geitz, Karla, Dart, Lucius
KARLA	Karel, Bartre, Farina, Vaida
KENT	Lyn, Sain, Fiora, Farina, Wallace, Heath
LEGAULT	Matthew, Nino, Isadora, Jaffar, Heath

CHARACTER	SUPPORT CHARACTERS
LOUISE	Pent, Erk, Hawkeye, Rebecca, Guy, Heath, Sain
LOWEN	Eliwood, Marcus, Isadora, Harken, Rebecca
LUCIUS	Raven, Priscilla, Serra, Renault, Karel
LYN	Eliwood, Hector, Florina, Rath, Kent, Wil, Wallace
MATTHEW	Hector, Jaffar, Guy, Serra, Oswin, Legault
MARCUS	Eliwood, Merlinus, Lowen, Isadora, Harken
MERLINUS	Marcus, Nino, Vaida
NINIAN	Eliwood, Florina, Hawkeye
NINO	Jaffar, Erk, Florina, Merlinus, Legault, Canas, Rebecca
OSWIN	Hector, Matthew, Serra, Priscilla, Dorcas
PENT	Louise, Erk, Canas, Hawkeye, Fiora
PRISCILLA	Raven, Lucius, Erk, Oswin, Sain, Heath, Guy
RATH	Lyn, Wil, Guy
RAVEN	Lucius, Priscilla, Rebecca, Wil, Bartre
REBECCA	Wil, Lowen, Sain, Dart, Louise, Raven, Nino
RENAULT	Bartre, Isadora, Lucius, Wallace, Canas
SAIN	Kent, Fiora, Serra, Rebecca, Priscilla, Louise, Isadora
SERRA	Hector, Matthew, Florina, Sain, Oswin, Lucius, Erk
VAIDA	Heath, Harken, Karla, Wallace, Canas, Dorcas, Merlinus
WALLACE	Lyn, Renault, Wil, Vaida, Kent
WIL	Lyn, Rebecca, Rath, Dart, Wallace, Raven



Chapter Flow

Before you start Lyn's story, learn how the chapters progress. Go to the page number listed next to a chapter to find specific information.

Story Time

There are three stories in the game. Lyn's story is first. Eliwood's story is a continuation of Lyn's story. Hector's story is similar to Eliwood's story, but you'll play it from Hector's perspective. You must clear Eliwood's story to play Hector's.

Lyn's Story

- A Girl From the Plains pg. 38
- 1 Footsteps of Fate pg. 38
- 2 Sword of Spirits pg. 39
- 3 Band of Mercenaries pg. 40
- 4 In Occupation's Shadow pg. 41
- 5 Beyond the Borders pg. 42
- 6 Blood of Pride pg. 43
- 7 Siblings Abroad pg. 44
- 7x The Black Shadow pg. 45
- 8 Vortex of Strategy pg. 46
- 9 A Grim Reunion pg. 47
- 10 The Distant Plains pg. 48

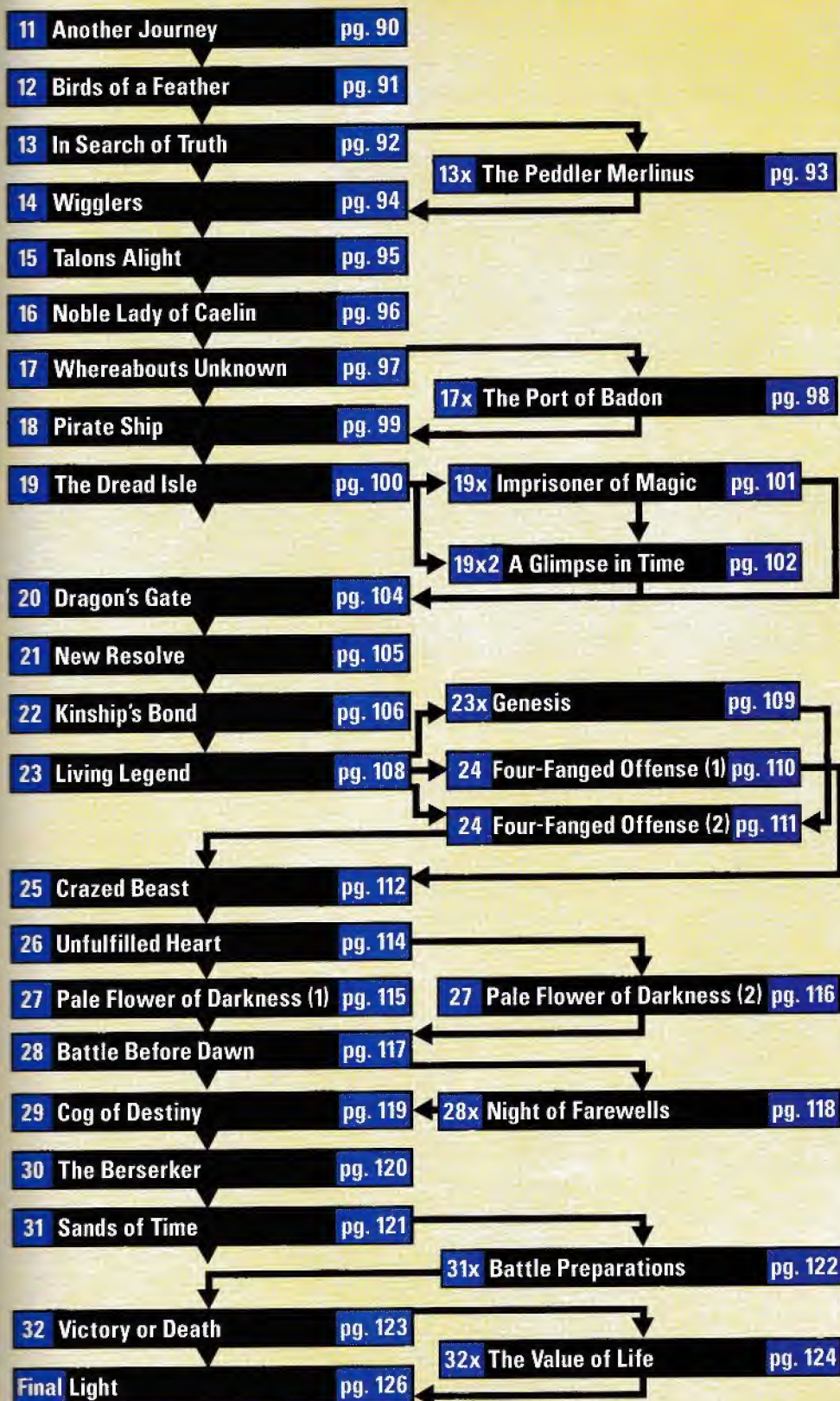
You Can Take It with You

After you clear Lyn's story, all money, equipment and items will be lost. Any experience points (and levels) that the characters have gained, however, will be carried over to Eliwood's story. Nothing is carried in Hector's story—everyone must start from scratch.

Eliwood's Story

- 11 Taking Leave pg. 50
- 12 Birds of a Feather pg. 51
- 13 In Search of Truth pg. 52
- 14 Wigglers pg. 54
- 15 Noble Lady of Caelin pg. 55
- 16 Whereabouts Unknown pg. 56
- 17 Pirate Ship pg. 58
- 18 The Dread Isle pg. 59
- 19 Dragon's Gate pg. 61
- 20 New Resolve pg. 62
- 21 Kinship's Bond pg. 63
- 22 Living Legend pg. 64
- 24 Unfulfilled Heart pg. 68
- 25 Pale Flower of Darkness (1) pg. 70
- 26 Battle Before Dawn pg. 72
- 27 Cog of Destiny pg. 76
- 28 Valorous Roland pg. 78
- 29 Sands of Time pg. 80
- 30 Victory or Death pg. 84
- Final Light pg. 86
- 13x The Peddler Merlinus pg. 53
- 16x The Port of Badon pg. 57
- 18x Prisoner of Magic pg. 60
- 22x Genesis pg. 65
- 23 Four-Fanged Offense (1) pg. 66
- 23 Four-Fanged Offense (2) pg. 67
- 25 Pale Flower of Darkness (2) pg. 71
- 26x Night of Farewells pg. 74
- 29x Battle Preparations pg. 82

Hector's Story



SIDE QUESTS

If you meet special conditions listed below, you can unlock side quests. Numbers in parentheses refer to Hector's story, but the requirements are always the same.

Ch. 7x: The Black Shadow

Clear Chapter 7 in 15 turns.

Ch. 13x: The Peddler Merlinus

Visit the northwest village in Chapter 13.

Ch. 16x (17x): The Port of Badon

Keep at least one soldier alive in Ch. 16 (17).

Ch. 18x (19x): Imprisoner of Magic

Clear Chapter 18 (19) in 15 turns or fewer.

Ch. 22x (23x): Genesis

Talk to Hawkeye (he must live) and get 700 or more experience points in Ch. 22 (23).

Ch. 26x (28x): Night of Farewells

Talk to Nino, then have her talk to Jaffar (both must live) in Chapter 26 (28).

Ch. 29x (31x): Battle Preparations

Accessed automatically.

Ch. 32x: The Value of Life

Clear Chapter 32 in 20 turns.

Ch. 19x pt 2: A Glimpse in Time

If Nils reached level 7 or higher in Lyn's story and you clear Chapter 19x, you can access A Glimpse in Time.

SPLIT CHAPTERS

Some chapters have two versions, and you can play only one. Look below to see the determining factors.

Ch. 23 (24): Four-Fanged Offense

If your Lord's levels total 49 or less, you'll participate in Four-Fanged Offense (1). If they total 50 or more, you'll play Four-Fanged Offense (2).

Ch. 25 (27): Pale Flower of Darkness

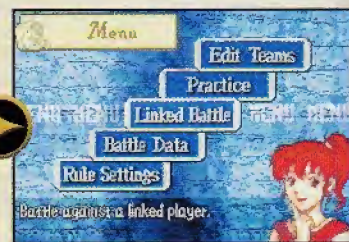
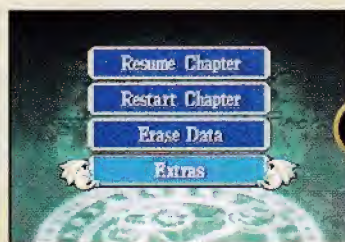
If the level totals of your Mages, Troubadours, Clerics and Monks are higher than your Fighters', Mercenaries' and Myrmidons', you'll play Pale Flower of Darkness (1). If not, you'll play Pale Flower of Darkness (2).



Linked Battles

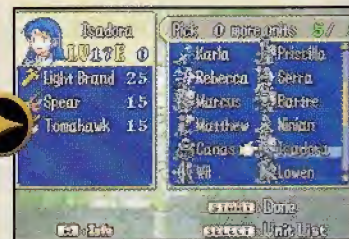
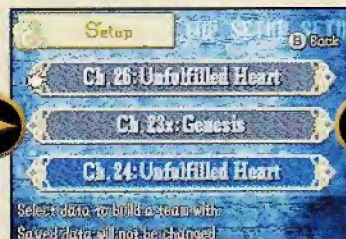
If you have at least one friend with a GBA and a copy of Fire Emblem, the two of you can link up and brawl! You'll also need a GBA Game Link cable.

Two to four players at a time can use the Link Battle option. Each will use up to five characters from his or her own save files; pick your strongest fighters.



Edit Teams

Before you can fight in the Link Arena, you must build a team. Teams are constructed from characters that exist on your save files, and there are no limitations on classes, weapons or levels.



You won't save Link Arena data to your single-player file, so don't worry about using rare weapons like the Wolf Beil, Killing Edge or Bolting Magic—go ahead and fire away!

Practice

Practice lets you battle against the computer. Players can choose from any teams that have already been created and uploaded to the GBA. (You can even fight against your own team with the computer controlling the second team!) Once you're on the battlefield, the rules are the same as for a linked battle.



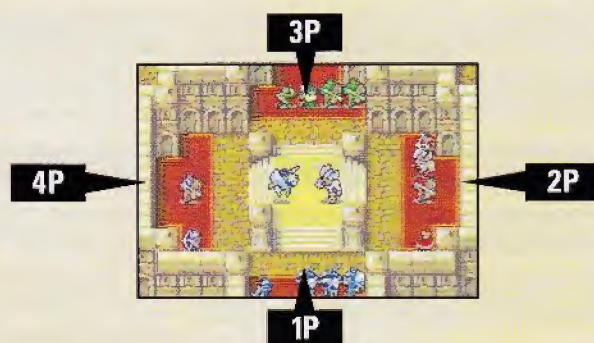
Use the Control Pad to choose between teams.



The team that you control is blue. The computer-controlled team is green.

Linked Battle

Two to four players can compete in a linked battle. Once teams are selected, action takes place in turns. The first player chooses a unit then selects an opponent. After the battle, the second player does the same. The fight continues until all but one player has been eliminated. You can determine a winner by points, or by survival only.



Battle Data

Check the battle data to see Link Arena high scores. If you get your name on the list, congratulations are in order!

Rule Settings

Set the rules of engagement. There are lots of options—you'll want to go over them carefully before you begin.

Lyn's Story



A Girl from the Plains

Prologue

You are a wandering tactician found unconscious on the Sacae Plains. Only the intervention of a girl named Lyn saves you from an ugly fate—but the adventure is just beginning. Use your skills and guide Lyn to a quick victory over some nasty customers.

OBJECTIVE

Seize the gate.

NEW MEMBER



LYN
Level 1 Lord

BOSS

Follow the Leader

The battle is automatic, so you need only to follow instructions. When you defeat the boss, you will be asked to seize the gate. You'll have to seize objects often in later missions—note that only the lead character (Lyn, Eliwood or Hector) can do so.



BOSS: *Batta*

CLASS Brigand

LEVEL 2

HP 21

WEAPON Iron Axe

Batta the Beast is a bandit with attitude. Unfortunately for him, he's stuck in a tutorial mission—make quick work of the braggart.

Footsteps of Fate

Chapter 1

You and Lyn are headed for the town of Bulgar when a young knight named Sain shows up and starts pitching woo. When traveling bandits suddenly attack, however, the lovestruck knight and his friend Kent will become essential fighting companions.

OBJECTIVE

Defeat all enemies.

NEW MEMBERS



SAIN
Level 1 Cavalier



KENT
Level 1 Cavalier

BOSS

Weapon Wisdom

In this mission, you'll learn about the weapon triangle: Axes beat lances, lances beat swords, and swords beat axes. It's not gospel—you can still damage an axe-wielding enemy with your sword—but it's still knowledge that you'll use in every mission.

Into the Woods

Certain kinds of terrain will help you win the day. If an enemy attacks while you are in a forest, for example, you will receive a bonus to your Defense and Avoid ratings.



BOSS: *Zugu*

CLASS Brigand

LEVEL 4

HP 23

WEAPON Iron Axe

Send Sain and Lyn to fight Zugu while Kent takes out the remaining bandits. Have them both use swords, and make sure that Lyn strikes the final blow—that way she'll earn the lion's share of experience points.

Sword of Spirits

Chapter 2

Sword of Spirits will introduce a number of new concepts, including breakable walls, talkative villagers and usable fortresses. Once you feel comfortable with the information, use the newfound knowledge to break some Glass!

OBJECTIVE Seize the throne.

NEW MEMBERS None

Fortify Thyself

Fortresses are a helpful kind of terrain. A unit that stays on a fort will receive Defense and Avoid bonuses, and recover a few hit points at the beginning of the next turn.

Tear Down This Wall!

Any time you see a cracked wall, you can break it open and create a new passage. Any weapon will work on a cracked wall, but it may take more than one hit.

BOSS

BOSS: Glass

CLASS	Mercenary
LEVEL	3
HP	20
WEAPON	Iron Sword

Glass wields a sword, so use Sain and Kent and take him down with lances. He also has Vulneraries—try to eliminate him in a single turn.



Knock Knock

However, one of the altar's walls is cracked and in poor repair. ♡



To enter a home, move a unit on top of it and select the Visit command. If you visit a house, you may get information, items or gold for your trouble.

Mt. Slow

Mounted units can't pass over mountains, so you'll have to send Sain and Kent through the cracked wall. Foot soldiers can cross mountains, but their Movement rating will plummet. They will, however, receive a high Defense bonus.



Band of Mercenaries

Chapter 3

Band of Mercenaries will be your introduction to long-range fighting. You'll also meet up with a pair of new character classes, the Archer and Peg Knight, and take out a band of scruffy bandits. Give them what-for!

OBJECTIVE

Defeat all enemies.

NEW MEMBERS



FLORINA

Level 1 Peg Knight

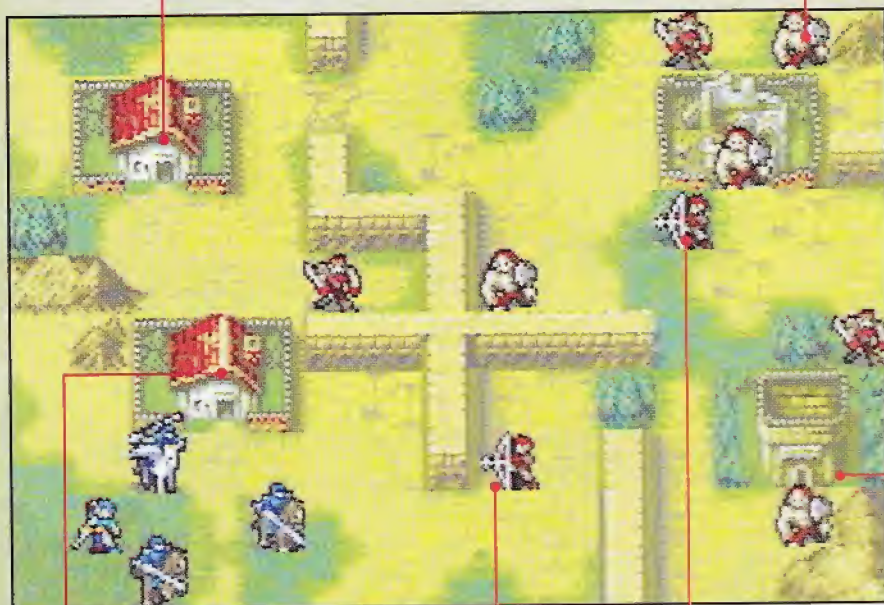


WIL

Level 2 Archer

2,000 G

BOSS



BOSS: *Migal*

CLASS Brigand

LEVEL 6

HP 25

WEAPON Steel Axe

Migal may be tough, but he sure isn't bright. To eliminate the baddie with no muss or fuss, have Wil attack him from a distance. Migal won't move a muscle, so you can just pepper him with arrows until he falls over.

The Armory

Your weapons will become damaged over time, forcing you to purchase new ones from an Armory. Save a bit of gold for emergencies, but don't be stingy—you need a way to fight!

ARMORY

Iron Sword	460
Iron Lance	360



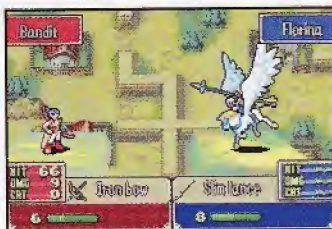
WIL

A New Friend



Enter this house and speak to the owner to get a new unit on your side—Wil the Archer. Archers can attack from a distance, and fire arrows over walls and other obstacles. Their counterstrike, however, can hit only other long-range attackers. If an Archer is engaged by an adjacent unit, he or she won't be able to fight back.

Straight Arrows



Peg Knights are extremely vulnerable to Archer attacks, and your other units don't do well against them, either. Always check the Range of enemy units (by placing the cursor over them and pressing the R Button) before moving your own troops.



In Occupation's Shadow

Chapter 4

While staying the night in some old ruins, your party encounters a young woman named Natalie. When bandits strike, you are charged with protecting her until they flee. Natalie's husband, the unfortunately named Dorcas, will also join the fight.

OBJECTIVE

Keep Natalie safe for seven turns.

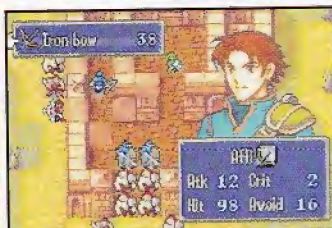
NEW MEMBER



DORCAS

Level 1 Fighter

Over the Wall

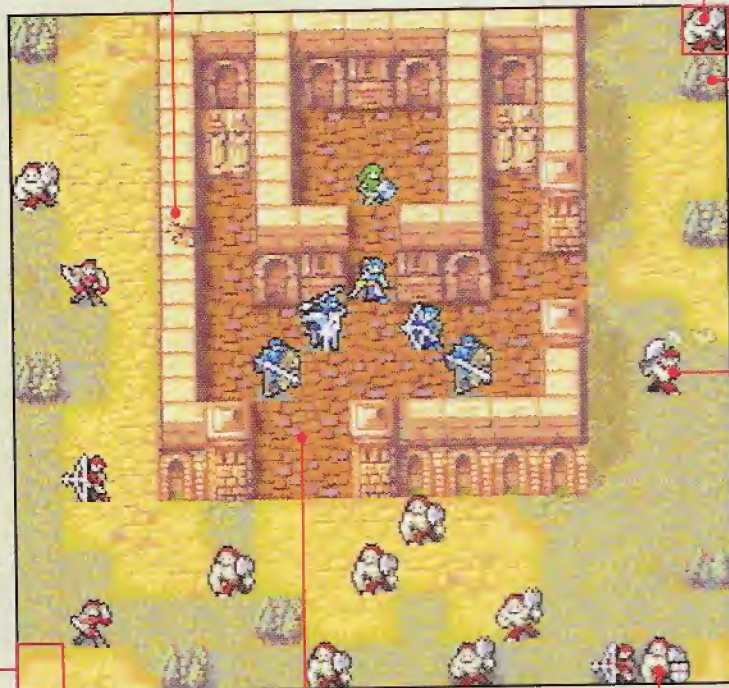


Enemy units will try to break through the weakened wall. Station Wil next to it and have him launch arrows at them to thin their ranks.

Enemy Reinforcements

TURN	PLACE	CLASS	LEVEL
2	A	Mercenary	1
2	B	Fighter	2
3	A	Mercenary	1
3	B	Fighter	2
4	A	Mercenary	1
4	B	Fighter	2
5	A	Mercenary	1
5	B	Fighter	2
6	A	Mercenary	1
6	B	Fighter	2

IRON AXE



A

Flying Florina

Mercenaries flood in from the north-east corner of the map. Put Florina in the woods so she can earn some experience points—make sure she has a lot of Vulneraries.

Speak, Dorcas

After Dorcas attacks, move Lyn next to him and select the Talk command. Following a brief chat, he'll join your party. Throughout the game, you can convince some enemies to join your team—try it only if the enemy has a name.

B

You Shall Not Pass!



Send Sain and Kent to the entrance and have them hold position. The majority of your enemies use axes, so give swords to the two dashing horsemen.

BOSS



BOSS: Carjiga

CLASS	Brigand
LEVEL	8
HP	27
WEAPON	Steel Axe

There's no need to attack the boss if you simply wait for the seven turns to expire. If you want the experience, however, take him out with Lyn's Mani Katti once you eliminate his bodyguards.

Beyond the Borders

Chapter 5

Some bandits just won't take no for an answer, and you'll have to drive them back once again before you can spend a well-deserved night at the inn. During the mission, you'll meet up with a pair of magic users, including Serra—the world's most feisty Cleric.

OBJECTIVE

Defeat all enemies.

NEW MEMBERS

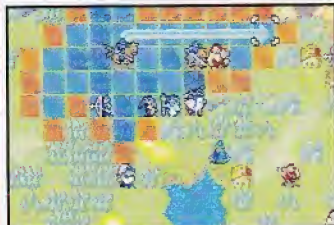


SERRA
Level 1 Cleric



ERK
Level 1 Mage

Because It's There



Your Cavaliers can't cross the mountains, so send them through the northern plains. One of the northern bandits will give up an Iron Sword when you defeat him.

Information Booth

There are three houses on the map, but none of the owners will give you anything but advice. If you're comfortable with combat, feel free to avoid visiting anyone.



ARMORY

Javelin	400
Hand Axe	300
Iron Bow	540

ARMORY



BOSS

That Ol' Black Magic



You'll learn how to use offensive and healing magic during Beyond the Borders. You must be next to the character you want to heal, but offensive magic has a longer range. Be especially careful when deploying Serra—her HP is low and she has no weapon with which to counterattack, so it's easy to lose her.



BOSS: Bug

CLASS	Brigand
LEVEL	9
HP	29
WEAPON	Steel Axe

Bug is another boss who doesn't like to move around. You can either stand back and pummel him with Erk's magic and Wil's arrows until he is no more, or just send in Lyn with the Mani Katti.

Chapter 6

Blood of Pride

Your first day in Araphen, the second-biggest city in Lycia, is a tough one.

You'll have to fight off numerous bandits and figure out how to unlock a secret door. Once you complete the mission, you'll earn 5,000 gold—a fine prize indeed!

OBJECTIVE

Trigger three switches.

NEW MEMBERS



MATTHEW
Level 2 Thief



RATH
Level 7 Nomad

To Catch a Thief

Matthew the Thief is inside the northernmost house with the red roof. Once he joins your party, he can use Lockpicks to open doors and chests. Keep him out of harm's way, however—his HP is low.



Hit the Switches

You must wait on the top-left and bottom switches before you can access the third one. The third and final switch is being guarded by a large man named Bool. Take him out, then set someone on the switch.

BOSS



BOSS: Bool

CLASS	Knight
LEVEL	5
HP	26
WEAPON	Steel Lance

Bool won't move, so you can pepper him with magic and arrows from afar. If you want Lyn or one of the Cavaliers to get the EP from a final blow, give the Armorslayer to the character of your choice and use it against the boss.

ARMORSLAYER



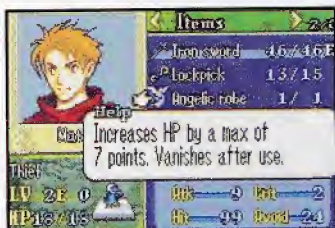
DOOR KEY

Unlockables



It will take a few turns to get Matthew down to the lower portion of the map, so get the Door Key from the center house and use it to open the locked door that leads to the second switch.

Angelic Robe



You'll have to steal the Angelic Robe from a locked chest. The item permanently raises the HP of one character—use it quickly, because it will vanish after Chapter 10. Good choices for the robe are Lyn, Matthew and Erk. Serra would also benefit, but you'll probably want to give it to someone who will see combat from time to time.

Siblings Abroad

Chapter 7

Your trip to save Lyn's grandfather takes a detour when two young children beg a boon. The map is filled with mountains and bridges, which make it tough for your Cavaliers to get around—but also make excellent spots for defensive maneuvers.

OBJECTIVE

Defeat the Black Fang Shaman Heintz.

NEW MEMBERS



NILS
Level 1 Bard



LUCIUS
Level 3 Monk

NOTES

Clear the chapter within 15 turns to unlock Chapter 7x.

VENDOR

Vulnerary (3)	300
Heal Staff	600
Fire Magic	560

Iron Lance

The axe-wielding Brigand hiding in the mountains will attack if you get too close. When you defeat him, he'll give you an Iron Lance. Make sure that the character who strikes the finishing blow has room in his or her inventory.

VENDOR

PURE WATER



The Magic Triangle



Like the main weapons, magic has its own hierarchy. Light Magic beats Dark Magic, which beats Anima Magic, which in turn bests Light Magic.

Bardstorming

Bards play music that invigorates the soul, allowing the target to take an extra turn. Even though they can't attack, Bards are incredibly handy. Have Nils use his ability on every turn, even if the targeted unit doesn't really need to move again—doing so will level him up more quickly. If you get him to level 7 or higher before the end of Lyn's story, you'll gain access to a secret side quest in Hector's story.

A Bridge Too Far



Snags (dead trees) will fall over and become bridges if you attack them with any weapon or magic. Check out the surroundings before creating a bridge—if there are a lot of bad guys around, you're better off leaving the snag alone.

BOSS

BOSS: Heintz

CLASS	Shaman
LEVEL	5
HP	22
WEAPON	Flux

Send Lucius to the woods on the south side of the boss and have him attack with Lightning—you'll make catsup out of Mr. Heintz.



The Black Shadow

Chapter 7x

The young girl you rescued in Chapter 7, Ninian, has lost a ring most precious to her. If you agree to retrieve it, you'll be forced to fight in narrow corridors against overwhelming odds. To stack the deck in your favor, bring magic users and long-range fighters.

OBJECTIVE Defeat all enemy units.

REQUIREMENTS Complete Chapter 7 in 15 or fewer turns, then accept the side quest.

NEW MEMBERS None

RECOMMENDED MEMBERS



BARD



ARCHER



MAGE



THIEF

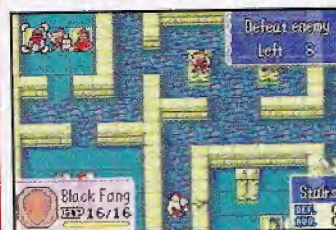


BOSS: Beyard

CLASS Mercenary
LEVEL 7
HP 24
WEAPON Steel Sword

Beyard is another boss who doesn't move. Attack from a distance with magic or arrows to finish him off in a danger-free fashion. If you insist on melee combat, use Kent or Sain to deliver lance blows.

Boot the Sidekicks



A Shaman and a Mage will appear from the stairways that flank the boss. Take them out from a distance before you move in to finish off Beyard.

BOSS

B

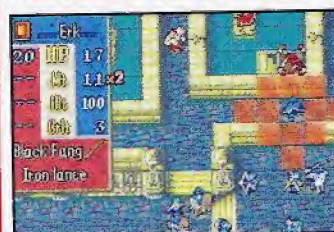
C

HAMMER

A

VULNERARY

A Brick in the Wall



Don't break either of the cracked walls on the right-hand side of the room. Enemy units arrive from the stairway marked A, and if you keep the walls intact, you can pick them off with long-range attacks.

Bards and Breaks

Send a unit up to the cracked wall and have him or her attack, then have Nils play a tune to give the unit another turn. You'll be able to shatter the wall on the second pass, allowing a unit to grab the Hammer. If you wait too long, an enemy Thief will take the hammer from the chest—if that happens, eliminate the Thief to take the Hammer back.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2	A	Soldier	1	1
3	B	Shaman	1	1
3	C	Mage	1	1

Vortex of Strategy

Chapter 8

There's a surprise waiting for you in Vortex of Strategy, and it's not the fun birthday party kind. Your enemies have prepared a Ballista—a kind of siege engine that fires massive arrows over a huge distance. If you can get Wil to the Ballista, however, you can turn it against your foes.

OBJECTIVE Defeat all enemy units.

NEW MEMBERS None

RECOMMENDED MEMBERS



BARD



CLERIC



ARCHER



CAVALIER

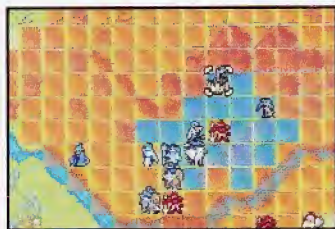
Yeah, Fine, Bye.

Matthew won't be attending the battle, as he has important business to take care of elsewhere. If he has any items you need, take them before the chapter starts.

ARMORY

ARMORY	
Iron Sword	460
Iron Lance	360
Iron Axe	270
Iron Bow	540

Ballista Burglar



Get Wil to the Ballista as fast as possible. Once he takes control of the machine, he can use it to rain destruction down on your foes. The Ballista has only five shots, however, so it isn't the perfect weapon.

Lancereaver

Any weapon with the word "reaver" on the end is a special item that will flip the weapon triangle. The Lancereaver, for example, is a sword that is strong against lances, but weak against axes.



A

BOSS

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Soldier	4	2

Like a Shot



Watch out for the reinforcements that come from the fortresses in the lower left-hand corner of the map. They cover a lot of ground, and can be on your units in a turn or two. Don't let one of your characters get too far ahead of the others.



BOSS: *Yogi*

CLASS	Knight
LEVEL	6
HP	25
WEAPON	Axereaver

Yogi won't steal your picnic basket, but he's still plenty dangerous. The Knight has an Axereaver, so you'll want to attack him with a sword. The Mani Katti will make short work of the foe, and also give Lyn valuable EP.

A Grim Reunion

Chapter 9

There's always something new on the horizon—if only you could see the horizon! Fog will roll in during battle, making it easier for the enemy to launch surprise attacks. Dispatch strong troops and be sure to bring Matthew along—he can see through the mist better than anyone.

OBJECTIVE Seize the castle gate.

NEW MEMBER  **WALLACE**
Level 12 Knight

RECOMMENDED MEMBERS



BARD



CLERIC



THIEF



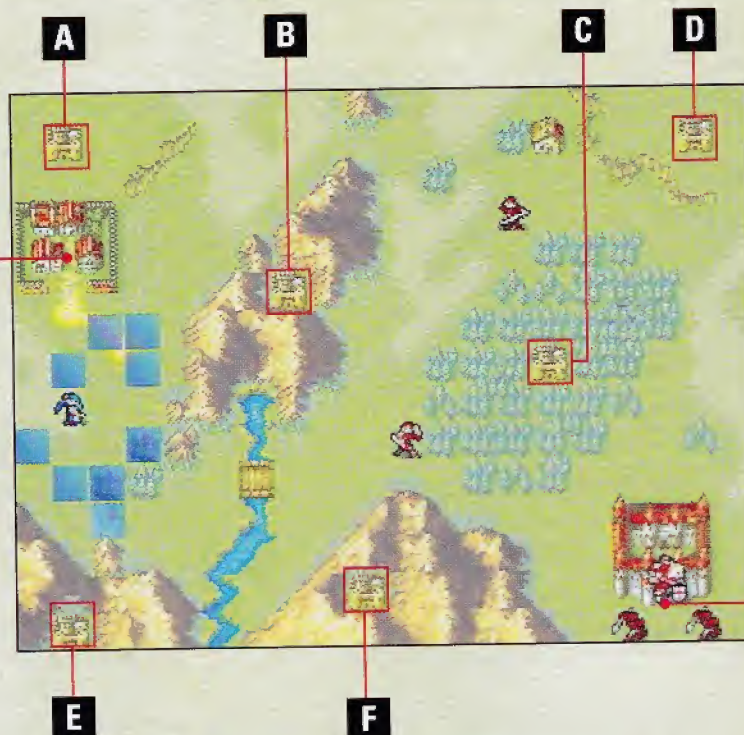
CAVALIER

TORCH

Play Misty for Me



Fog will roll in on the third turn, blocking your vision and helping your foes. Send Matthew to the middle of the map and have him use a Torch to clear away some of the mist.



BOSS

A Class Act



Your new found companion, Wallace, is a level-10 Knight, which means he can change classes if he has the right item. Though the tutorial will force you to change his class here and now, you should generally wait until characters hit level 20 before changing classes—doing so makes them stronger in the long run.

Dealing with Fog

Station one magic user near the fortress marked E to take care of the Brigands that emerge. Group the rest of your party together and keep them that way—stragglers are likely to get picked off.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
1-4	A	Soldier	4	2
1-3	B	Brigand	3	1
1-3	C	Cavalier	3	1
1, 2	D	Archer	2	1
1-4	E	Brigand	4	1
1, 2	F	Brigand	2	2



BOSS: Eagler

CLASS	Paladin
LEVEL	1
HP	30
WEAPONS	Javelin, Hand Axe

Eagler has both short- and long-range weapons, and his defense is very good. Let Wallace take him out with his axe. If Wallace is too far away, rescue him with Florina and fly to Eagler.

The Distant Plains

Chapter 10

Lyn's quest to save her grandfather comes to a head in The Distant Plains. Out of options and against the wall, Lord Lundgren will strap on the tools of battle and try to take down Lyn himself. You'll need careful planning to survive with all members intact.

OBJECTIVE Seize the castle gate.

NEW MEMBERS None

RECOMMENDED MEMBERS



BARD



CLERIC



GENERAL

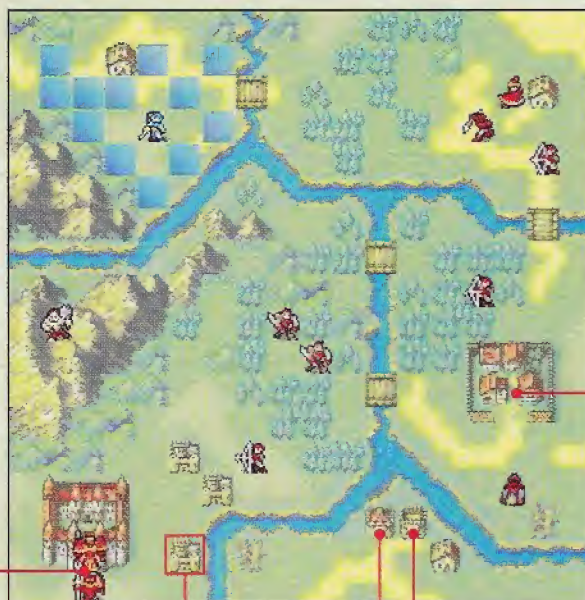


CAVALIER

It Can't Rain All the Time



Rain will start to fall midway through the battle. The wet stuff makes movement difficult and slows both friends and foes. It will let up after a couple of turns.



BOSS

A

VENDOR

ARMORY

BOSS: Lundgren

CLASS	General
LEVEL	5
HP	35
WEAPON	Silver Lance, Javelin

Lundgren is your toughest foe yet, and he can eliminate many of your units with a single hit. To avoid unpleasantness, give Wallace a Heavy Spear and let him take on the boss by his lonesome.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
5-9	A	Cavalier	4	1

VENDOR

Vulnerable (3)	300
Heal Staff	600
Fire Magic	560
Thunder Magic	700
Lightning Magic	630

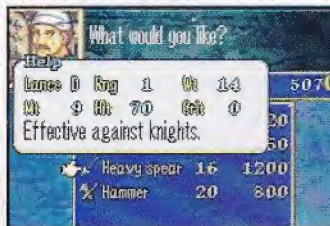
ARMORY

Steel Bow	720
Armorslayer	1,260
Heavy Spear	1,200
Hammer	800

Energy Ring

A woman in the village on the eastern side of the map will give you an Energy Ring. Use it during this mission, because you will lose all your items as soon as Lyn seizes the castle gate.

Knights in Heavy Armor



Lord Lundgren has a crazy-high Defense rating. The Armorslayer is a decent weapon to use on him, but the Heavy Spear is really the way to go. All your gold will vanish after the mission, so go wild in the stores while you have the chance.

Eliwood's Story



Taking Leave

Chapter 11

Chapter 11 is the first chapter in Eliwood's story. The map is full of axe-wielding Brigands, so hand out swords to all and take them down. You shouldn't have much trouble with the battle, but be sure to keep Rebecca out of harm's way—her HP is low.

OBJECTIVE

Seize the gate.

NEW MEMBERS



ELIWOOD
Level 1 Lord



MARCUS
Level 1 Paladin



LOWEN
Level 2 Cavalier



REBECCA
Level 1 Archer



BARTRE
Level 2 Fighter



DORCAS
Fighter (level varies)

VENDOR

Vulnerary (3)

300

VENDOR

DRAGONSHIELD

BOSS



Hatchet Men



Bartre and Dorcas will show up on the second turn and throw their weight behind your cause. They have axes, so they'll match the Brigands blow for blow.

BOSS: Groznyji

CLASS	Brigand
LEVEL	5
HP	25
WEAPON	Iron Axe

Groznyji won't move, so use Rebecca and Bartre to hit him from a distance. Once he's weakened, finish him off with Eliwood so he can get the experience points. (You can also charge in with Marcus to end it quickly.)

Fort of Solitude



You don't have anyone who can heal the party yet, so you'll have to rely on fortresses to restore your energy. You can also use Vulneraries if a fort is too far away.



Birds of a Feather

Chapter 12

After a planned meeting with the local Lord turns sour, Eliwood and company will have to deal with a gaggle of large, angry men. Luckily, Eliwood's trusted friend Hector is in the area and agrees to help, along with his right-hand man, Oswin.

OBJECTIVE Defeat all enemy units.

NEW MEMBERS



HECTOR
Level 1 Lord



OSWIN
Level 9 Knight

Hector's Help

Hector and Oswin like to make a dramatic entrance, so they won't show up until the fourth turn. Once they appear, have them fight the enemies in the northern section of the map.



BOSS: Zagan

CLASS	Fighter
LEVEL	9
HP	32
WEAPON	Steel Axe

Zagan is different from the other bosses—he's actually learned how to move. Keep Rebecca far away and surround the boss with tougher units. Eliwood, Oswin and Marcus can combine to take him down with little trouble.

SECRET BOOK

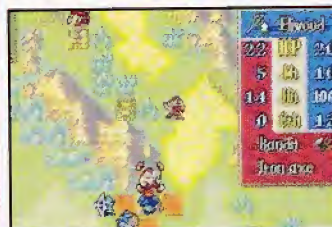
ARMORY

ARMORY	
Iron Sword	460
Iron Lance	360
Iron Axe	270
Iron Bow	540

The Right Tool for the Job

Hector and Eliwood each start out with rare, powerful weapons (a Wolf Beil and Rapier, respectively). Though the weapons are great, you should save them for bosses and emergency situations. Pick up Iron Swords and Iron Axes that they can use on the common rabble.

And No Farther!



A few enemies will cluster in the southeast corner of the map. This fortress is a good place to make a stand and hold them off—that way you'll receive HP each turn.

BOSS

In Search of Truth

Chapter 13

You'll want to move your units south as quickly as possible, but one of them must go to the northwest village to trigger a special side quest. If you appoint a mounted rider to the task, he or she will be back before you know it.

OBJECTIVE

Seize the castle gate.

NEW MEMBERS



SERRA

Cleric (level varies)



MATTHEW

Thief (level varies)



GUY

Level 3 Myrmidon

NOTES

Visit the northwest village to unlock Chapter 13x.

ARMORY

Iron Sword	460
Javelin	400
Hand Axe	300
Iron Bow	540

VENDOR

Vulnerary (3)	300
Heal Staff	600

Torch



Break a snag to make a bridge to this area, then send a unit to the village and speak to the clumsy merchant there. He'll drop a Torch on his way out of town, and also trigger a side quest.

ARMORY

BOSS



BOSS: Boies

CLASS	Knight
LEVEL	13
HP	27
WEAPON	Steel Lance

Boies can't move, but his high Defense means you can't hurt him with ranged weapons. Use your axemen to chip away at him little by little, and keep Serra nearby at all times for a little healing action.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Brigand	2	2
5, 6	B	Soldier	2	2
5, 6	C	Archer	2	2
7	D	Soldier	1	6

VENDOR

MINE



A New Companion

If Matthew talks to Guy, the Myrmidon will join your team. Send Matthew seven squares short of Guy's position, then run to him on the next turn. Keep other fighters away, or Guy may rush them and be killed by a fierce counterattack.

Run Away!

Enemy reinforcements pour out of the fortresses marked B and C on the above map. If you're on your heels, retreat to this fort and regroup while you recover HP.

Chapter 13x

The Peddler Merlinus

Merlinus is a hapless fighter, but a great organizer. If you get him on your side, you'll be able to send him weapons during battle and carry more items than ever. Before he'll join, however, he must survive a long and dangerous night.

OBJECTIVE Protect Merlinus for seven turns.

REQUIREMENTS Speak to Merlinus during Chapter 13, then accept the side quest.

NEW MEMBER



MERLINUS
Level 5 Transporter

Alone in the Dark

It's hard to pierce the gloom of darkness, so bring Matthew along. His range of vision is higher than anyone's, and if you give him a Torch, you'll be able to see almost anywhere.

Northern Lights

After you take out the enemies that guard the two bridges, send a couple of strong units north to intercept incoming foes. (They will attack from the northwest after chopping down a pair of snags.)

5,000 Gold



The villagers in this town will give you 5,000 gold, but you have to reach them first. Send Lowen over the bridge and around to the village—his speedy horse will get him to the village before the chapter ends.



Dead Weight

Merlinus won't move, but there's no reason to let him sit around. Rescue the peddler with a unit that has a high Defense rating (such as Marcus or Oswin), then carry him around during the rest of the chapter.



BOSS: Puzon

CLASS	Mercenary
LEVEL	10
HP	26
WEAPON	Steel Sword

Puzon has high Speed and Strength ratings. Send Marcus or Oswin in to attack with Steel Lances. Puzon may flee to a fortress if you damage him, so have two units ready—one can find him in the dark and the other can attack.

Enemy Reinforcements

TURN	PLACE	CLASS	TOTAL	LEVEL
2, 5	A	Nomad	2	2
2, 5	B	Myrmidon	2	3
3	C	Brigand	1	3
3	D	Nomad	1	2

Wigglers

Chapter 14

Former allies are turning to foes as deception and traitors rear their ugly heads.

Wigglers is full of Cavaliers, so bring lots of axes and watch your back. Rain will slow your progress—move west as fast as you can before it begins to fall.

OBJECTIVE Defeat all enemy units.

NEW MEMBERS



ERK
Mage (level varies)



PRISCILLA
Level 3 Troubadour

RECOMMENDED MEMBERS



SERRA
(Talk to Erk)



FIGHTER



MYRMIDON



KNIGHT



BOSS: Erik

CLASS Cavalier

LEVEL 14

HP 28

WEAPON Silver Lance

Erik is no slouch in combat, and his Silver Lance is very powerful. Weaken him from a distance when he moves across the plains, then bring in Hector and his Wolf Beil to finish the job.

Erksome

Have Hector rescue Erk and take him back to Serra—who can talk to the Mage and convince him to join the party. Put Serra near the top of the map before the battle begins.

Merchant Woes

After a few turns, Pirates will invade from the south, threatening Merlinus's tent. Leave a guard near the tent in case any of them get past your swordsman on the southern beach.

SILVER LANCE

BOSS



PRISCILLA



ARMORY

VENDOR

A

C

Another Healer

Please, do not waste your time.
I will not change my decision.



A young Troubadour named Priscilla is being held against her will in the southwest village. If you get a unit to her quickly, she will leave the village and join your party.

ARMORY

Iron Sword	460
Iron Lance	360
Iron Axe	270
Iron Bow	540

VENDOR

Vulnerary (3)	300
Heal Staff	600
Fire Magic	560

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Pirate	2	3
4, 5	B	Brigand	2	3
7	C	Pirate	2	3

The Sword Is Mightier



The Pirates who storm the beaches are all axe users. If you put a swordsman (preferably Guy, although Eliwood works also) at this beach, you can stop them before they bother Merlinus.

Chapter 15

Noble Lady of Caelin

A return visit to Caelin results in a

reunion with old friends—but the party will have to wait until the battle is done. Let the new party members take care of enemies to the south and east, while Eliwood and company clear out the baddies to the north.

OBJECTIVE

Defeat all enemy units.

NEW MEMBERS



LYN

Lord (level varies)



FLORINA

Peg Knight (level varies)



SAIN

Cavalier (level varies)



WIL

Archer (level varies)



KENT

Cavalier (level varies)

RECOMMENDED MEMBERS



TROUBADOUR



MAGE



CAVALIER



KNIGHT



BOSS: Bouker

CLASS Knight

LEVEL 18

HP 31

WEAPON Javelin

Bouker has a Javelin, which makes long-distance attacks iffy. He's weak against magic, but poor Erk will get slaughtered on the counterattack. Give Hector the Wolf Bell or Oswin a Heavy Spear and have them strike.

Dirty Deeds

A pair of Cavaliers appear on turn 10, bent on making Merlinus's tent his tomb. Don't let them get the drop on the hapless merchant.

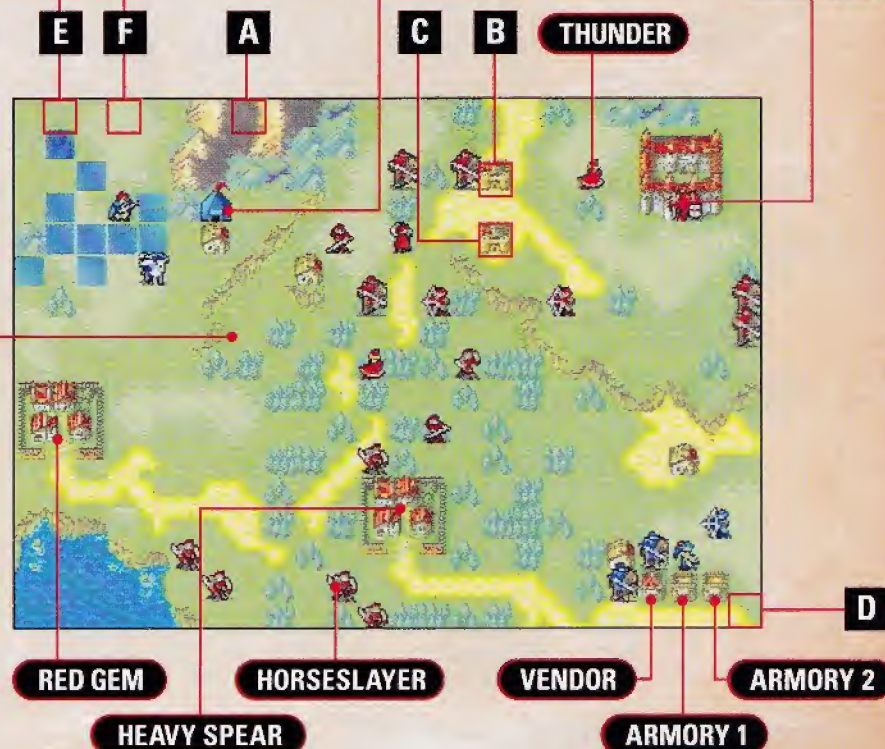
Head for the Hills

On the third turn, Brigands will appear in the mountains and make for Merlinus. Leave two guards (Erk and Guy work well) to deal with the troublemakers.

BOSS

Wooden Acting

Use the forests to your advantage. Scatter your troops in the woods and let them take on enemy forces one-on-one. If an enemy enters a forest, attack from a distance or wait for him to leave.



ARMORY 1

Slim Sword	480
Iron Sword	460
Steel Sword	600
Iron Axe	270
Steel Axe	360
Hand Axe	300

ARMORY 2

Slim Lance	450
Iron Lance	360
Steel Lance	480
Javelin	400
Iron Bow	540
Steel Bow	720

VENDOR

Vulnerary (3)	300
Door Key	50
Heal Staff	600
Fire Magic	560

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Brigand	2	3
5, 6	B	Mercenary	2	4
5, 6	C	Cavalier	2	4
6	D	Brigand	1	4
10-13	E	Cavalier	4	3
10-13	F	Cavalier	4	4

Whereabouts Unknown

Chapter 16

Whereabouts Unknown takes place in narrow hallways filled with Archers, so Florina probably wants to sit this one out. Matthew will be very busy opening chests and doors—dispatch a Cavalier to guard him every step of the way.

OBJECTIVE

Seize the throne.

NEW MEMBERS



RAVEN

Level 5 Mercenary



LUCIUS

Monk (level varies)



MERLINUS*

Level 5 Transporter

NOTES

If at least one Caelin Soldier survives, you will unlock Chapter 16x.

RECOMMENDED MEMBERS



PRISCILLA

(Talk to Raven)



CAVALIER

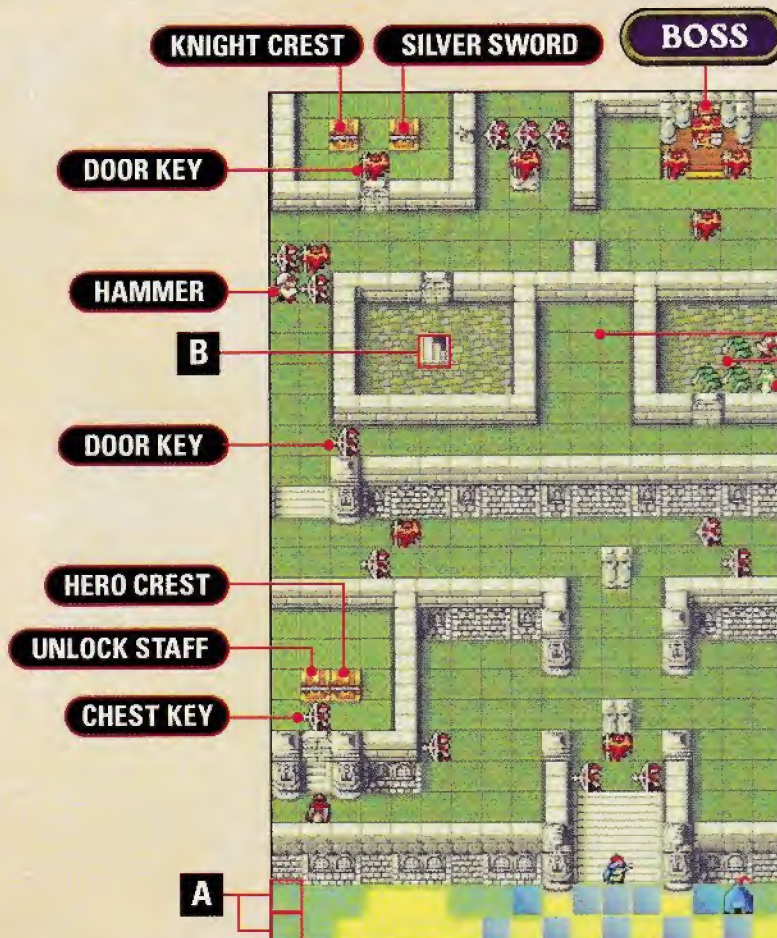


MAGE



THIEF

*If he didn't join in Chapter 13x



Nevermore

A man named Raven will bust out of prison on the first turn and take up a position in the middle of the map. Send Priscilla to talk to him, but get her there quickly—if you tarry, he will start attacking the escaping Caelin soldiers.

On the Ready Line

If three of the Caelin soldiers survive, you'll get a Red Gem. If two make it out alive, you'll get a Light Rune. And if one makes it, you'll earn a Mine. At least one must survive to unlock the next side quest—take out the Shamans that emerge from the stairwell marked B so they don't blast the soldiers from afar.

Meet Lucius

Lucius will remain in the jail after everyone else leaves. Once Raven is on your side, send him to speak to the Monk. After a brief chat, Lucius, too, will join your merry band.

Tent City



A number of well-armed Cavaliers will emerge from the southwest side of the map and make for Merlinus. Have Oswin set up shop in front of the large steps so he can intercept the no-goodniks.



BOSS: Bernard

CLASS General

LEVEL 1

HP 29

WEAPON Steel Lance

Bernard is nearly impossible to damage with conventional weaponry, but he's very weak against magic. Have Erk and Lucius line up on either side of him (as far away as possible) and start blasting with Thunder and Lightning.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
8-10	A	Cavalier	6	5
9-12	B	Shaman	4	5

Chapter 16x

The Port of Baden

There are two options in this chapter.

You can either send a small team north and around to speak to Fargus, or take your chances in a very tough fight. If you don't fight, you might miss out on a couple of nice weapons—the Sleep Staff and Short Bow.

OBJECTIVE Speak to Fargus.

REQUIREMENTS Save the life of at least one Caelin Soldier in Chapter 16, then accept the side quest.

NEW MEMBER



CANAS
Level 8 Shaman

RECOMMENDED MEMBERS



TROUBADOUR



CAVALIER



KNIGHT



MERCENARY

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2	A	Paladin (Damian)	1	5
2	B	Cavalier	1	10
2	C	Cavalier	1	10
2	D	Troubadour	1	5

Slow and Steady

If you want to go the safe route, send three or four members up and around the north edge of the map. When they clear the wall, go all the way west then head south and speak to Fargus.

New Friends

Enter the house across from the inn and speak to the occupants to get a new companion—a Shaman named Canas. He is a master of Dark Magic, and one of the more powerful members of your team.

Fast and Furious

Don't send units past the dotted black line on the map, or the enemy will swarm you. If you place a couple of members between the Vendor and the Sleep Staff house, pirates will come north—you can then take them out one or two at a time.

VENDOR

Check Your Target

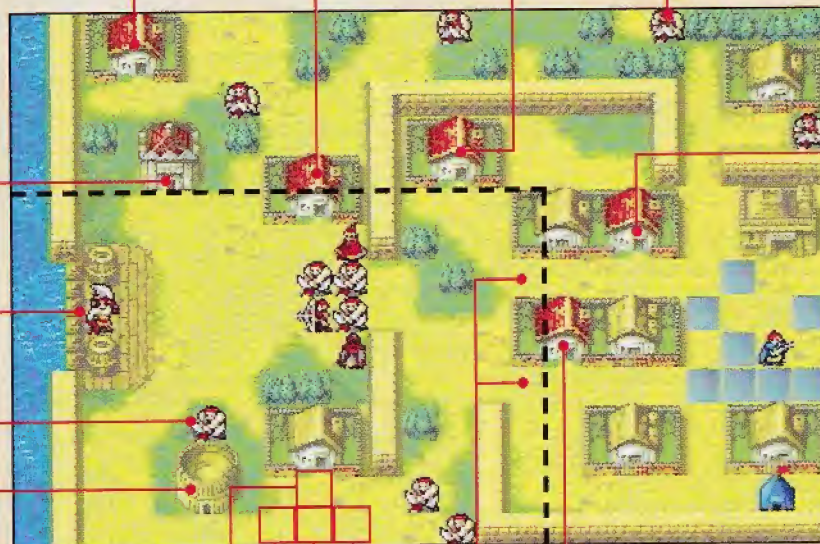
When you reach Fargus, be sure to talk to him and don't attack. There is also a pirate named Dart at the south end of the map. If you leave him alone (he won't attack you), the scurvy sea dog will join your team in Chapter 18.

ARENA

LANCEREAVE

SLEEP STAFF

SHORT BOW



CANAS

BOSS

A

D

C

B

DEVIL AXE

Watch and Wait

If you decide to fight, have Oswin take the top position and Marcus take the bottom, then station magic users behind them. The enemy units won't be able to get through the narrow openings, and you can pick them off while they're bunched up.

VENDOR

Heal Staff	600
Mend Staff	1,000
Fire Magic	560
Thunder Magic	700
Lightning Magic	630



BOSS: Damian

CLASS	Paladin
LEVEL	5
HP	34
WEAPON	Killing Edge

Damian is very tough. The best way to take him down is by giving Marcus the Heavy Spear (see the tip to the right for placement) and sticking Canas behind him. Don't get anyone else near him, or he'll wipe out the unit in a single blow.

Pirate Ship

Chapter 17

Sword wielders and Shamans are the order of the day, so arm yourself with lance users, Lucius and Florina. The boss, Zoldam, is scary enough to break glass—you're better off defeating everyone else and then waiting for the time limit to expire.

OBJECTIVE Survive for 11 turns or defeat Zoldam.

NEW MEMBERS None

RECOMMENDED MEMBERS



KNIGHT



THIEF



MONK



CAVALIER

ARMORY

Iron Sword	460
Steel Sword	600
Steel Lance	480
Javelin	400
Steel Axe	360
Hand Axe	300
Iron Bow	540
Steel Bow	720

VENDOR

Vulnerary (3)	300
Door Key	50
Heal Staff	600
Mend Staff	1,000
Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

Take a Rain Check

The stores on the boat sell a wide variety of items. Stock up if you're running low on anything, but keep a fair amount of gold handy. There are two shops in Chapter 19 that sell rare, powerful and very expensive items.

Isn't That Special?

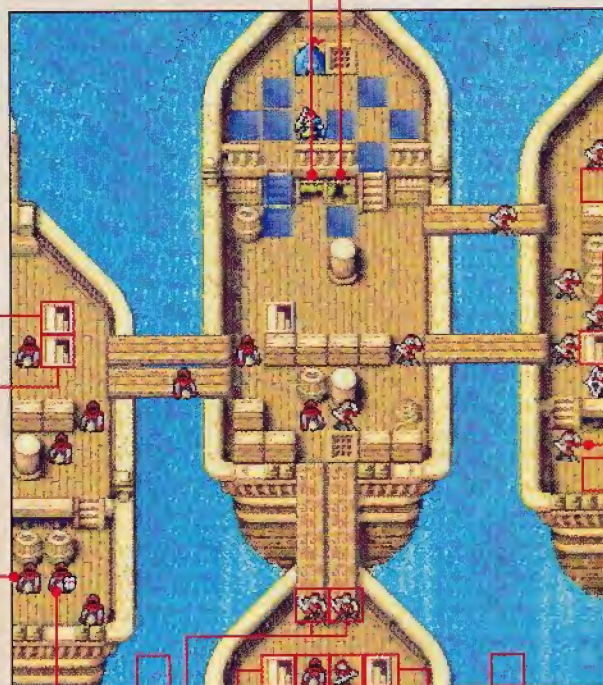
Many of the enemy units have special weapons such as Armorslayers and Lancereavers. Check out the opposing units with the R Button before sending in the troops.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 10	A	Myrmidon	2	4
3, 10	B	Mercenary	2	4
5	C	Shaman	1	6
5	D	Shaman	1	5
7	E	Mercenary	1	5
7	F	Shaman	1	6
7	G	Myrmidon	1	5
9	H	Mercenary	1	5
9	I	Mercenary	1	4
9	J	Myrmidon	1	5
9	K	Peg Knight	1	5

ARMORY

VENDOR



A

LONGSWORD

B

RED GEM

PURE WATER

J

C

D

GUIDING RING

BOSS

E

I

F

G

H

K

BOSS: Zoldam

CLASS Shaman
LEVEL 18
HP 28
WEAPON Luna Magic

A level-18 Shaman? Don't mess around—just keep your distance. If you feel lucky (or crazy), send in the unit with the highest amount of HP and give him or her a Pure Water first. Again, we don't recommend it.

Speedwings



Zoldam has a nifty pair of Speedwings. Have Matthew drink a Pure Water, then send him in to steal the item. Once he does, get him out of there as fast as you can.

Chapter 18




The Dread Isle

A thick fog of war covers the Dread Isle, making movement difficult. Despite a great personal loss, Matthew will return just in time to join the battle. If you manage to clear the level within 15 turns, you'll unlock a side quest, so get hopping!

OBJECTIVE Defeat the Nomad Trooper, Uhai.

NEW MEMBERS  **DART** Level 8 Pirate  **FIORA** Level 7 Peg Knight

NOTES Clear in 15 turns or fewer to unlock a side quest.

RECOMMENDED MEMBERS  **FLORINA** (Talk to Fiora)  **CAVALIER**  **THIEF**  **TROUBADOUR**

Fair and Balanced

You have to strike a balance between caution and haste on the Dread Isle. Don't spread your troops too thin, or enemies will appear out of the mist and cut them down. Keep moving, however, because you have only 15 turns to earn the side quest, and the woods will slow you down.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3-5	A	Pirate	6	6

Torch Staff

The Thief stationed here is carrying a Torch Staff. If you eliminate him, you can take the prize as your own—but you'll have to hurry. The Thief will run away once the battle starts. Use a Cavalier to reach him quickly.

More Peg Knights

Florina, please introduce me to your commander. ▽



After the second turn, a Peg Knight named Fiora will fly into the battle and land on this spot. After a brief soliloquy, she'll fly south and land on the water to the left of the bridge. Have Florina speak to her to receive a new party member.

Bottlenecks



Most of the enemies will try to reach you by way of the bridge. Send two units with high Defense to take and hold the fortresses, then spend a few turns rebuffing enemy attacks. Don't attack the snags—the fewer bridges, the better.



NOSFERATU MAGIC

LONGBOW

TORCH

BOSS

ORION'S BOLT

BOSS: Uhai

CLASS	Nomad Trooper
LEVEL	7
HP	33
WEAPONS	Steel Sword, Longbow, Shortbow

Send a unit with high Defense (Marcus works well) a couple of spaces shy of Uhai and wait for him to attack with a bow. When he does, rush him and attack with melee weapons such as the Heavy Spear and Rapier.

Imprisoner of Magic

Chapter 18x

Midway through a fierce battle, a mysterious stranger appears and changes the rules. Take advantage of the sudden strategic shift to do away with your most powerful foe—then turn your attention to the newcomer.

OBJECTIVE Seize the gate.

REQUIREMENTS Complete Chapter 18 in 15 turns or fewer, then accept the side quest.

NEW MEMBERS None

RECOMMENDED MEMBERS



ARCHER



FIGHTER

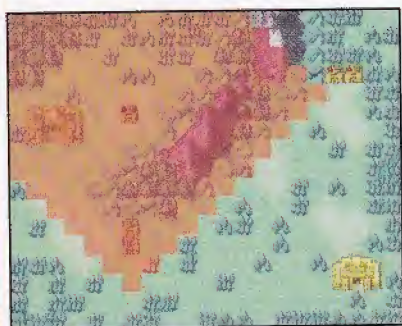


SHAMAN

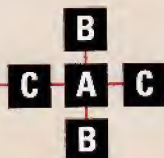


TROUBADOUR

I Believe It's Not Magic



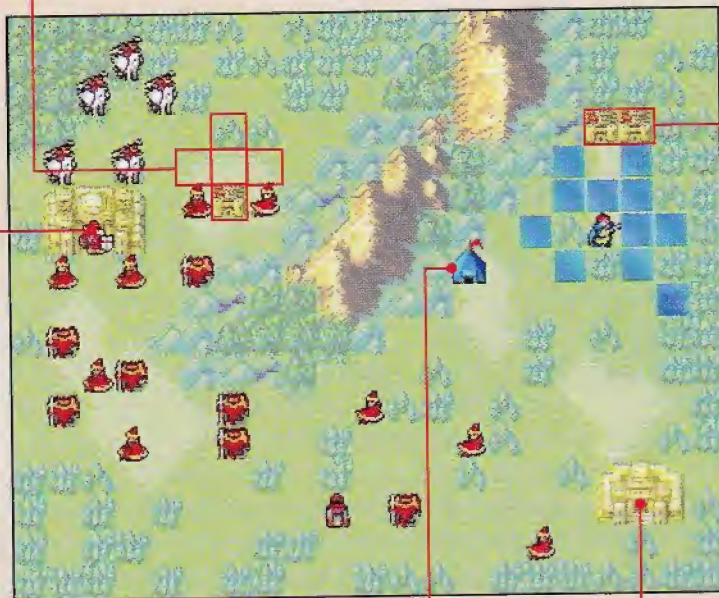
Kishuna the Imprisoner will appear during the third turn. Once he's on the battlefield, magic will be forbidden inside a wide area (see the map above). It's a good thing he arrives, because the boss is a magic user. Once you eliminate the boss, you can either attack Kishuna or seize the throne and leave him be—it's up to you.



Enemy Reinforcements

TURN	PLACE	CLASS	TOTAL	LEVEL
3	A	Imprisoner (Kishuna)	1	1
3	B	Knight	2	15
3	C	Sniper	2	15
9	D	Mage	2	6

BOSS



D

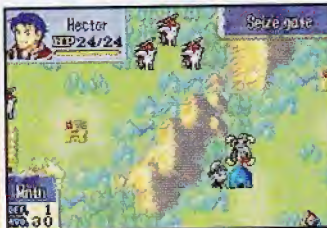
BOSS: Aion

CLASS Sage
LEVEL 4
HP 32
WEAPONS Bolting Magic, Thunder Magic



Aion is defenseless as long as Kishuna is on the battlefield. Take the Sage out with whomever you want. Be patient—Aion is very difficult to hit with melee weapons.

Save the Tent



A flock of Peg Knights will fly across the mountains and attack Merlinus (if you have him deployed). Station an Archer with a Longbow near the tent to fend off the pesky Pegs, and leave an axe user behind him or her to finish off the stragglers.

GODDESS ICON

Chapter 19

Dragon's Gate

Dragon's Gate is swarming with enemy troops—far too many for your party to handle. Hold off the masses for 11 turns while Matthew collects all the treasure he can. Long-range attackers are the units of the day.

OBJECTIVE

Seize the throne.

NEW MEMBER



LEGAULT
Level 12 Thief

RECOMMENDED MEMBERS



THIEF



ARCHER



MAGE



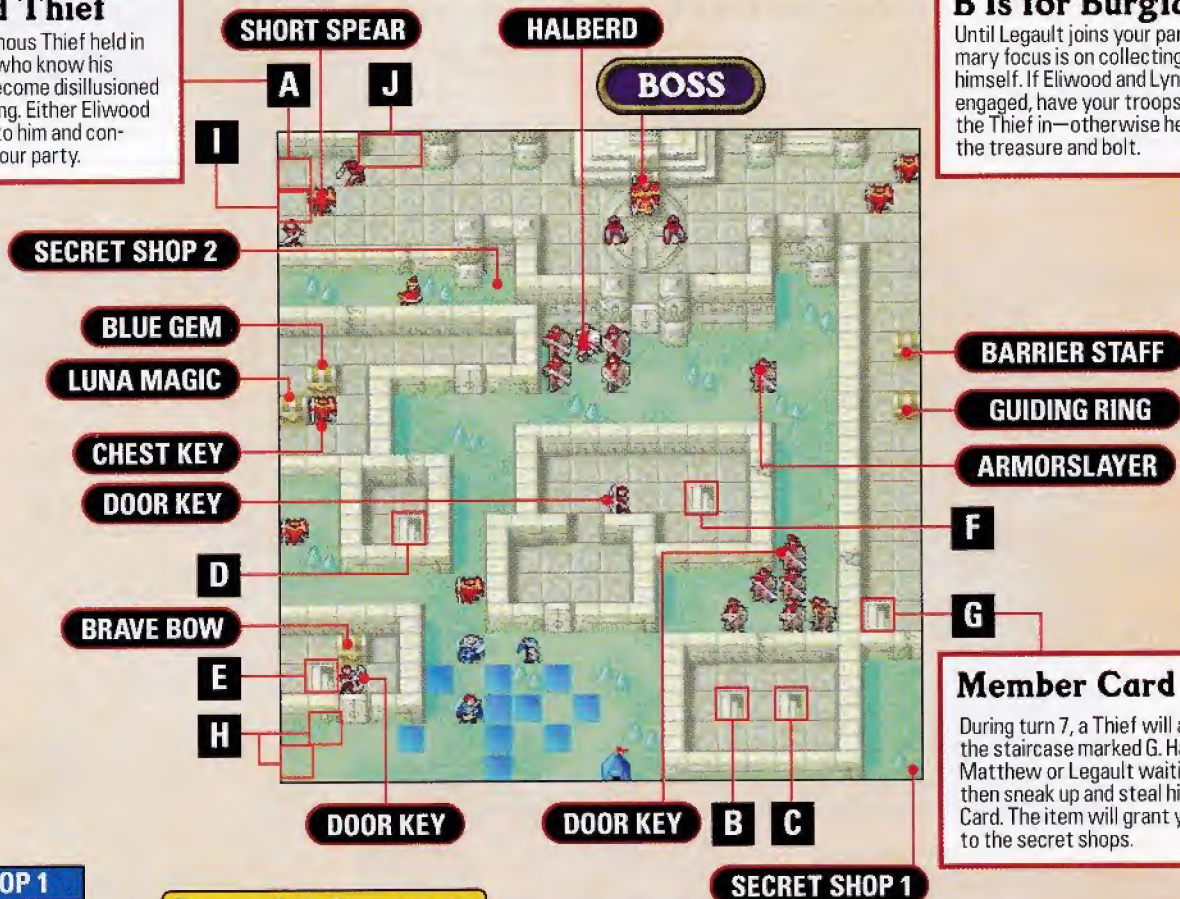
TROUBADOUR

The Good Thief

Legault is an infamous Thief held in high regard by all who know his name. He's also become disillusioned with the Black Fang. Either Eliwood or Lyn can speak to him and convince him to join your party.

B Is for Burglar

Until Legault joins your party, his primary focus is on collecting spoils for himself. If Eliwood and Lyn are engaged, have your troops block the Thief in—otherwise he'll steal the treasure and bolt.



Member Card

During turn 7, a Thief will appear at the staircase marked G. Have Matthew or Legault waiting for him, then sneak up and steal his Member Card. The item will grant you access to the secret shops.

SECRET SHOP 1

Killing Edge	1,300
Killer Lance	1,200
Killer Axe	1,000
Killer Bow	1,400
Elixir (3)	3,000
Chest Key	1,500
Lockpick	1,200

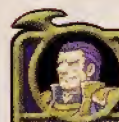
SECRET SHOP 2

Iron Blade	980
Steel Blade	1,250
Silver Blade	1,800
Physic Staff	3,750
Unlock Staff	1,500

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2	A	Thief (Legault)	1	12
5, 6	B	Archer	2	7
5, 6	C	Fighter	2	7
5	D	Mage	1	7
5	E	Archer	1	7
5, 7	F	Mercenary	2	6
6, 8	F	Shaman	2	7
7	G	Thief	1	4
9, 10	H	Peg Knight	4	7
20, 22	A	Mage	2	7
20, 22	I	Mage	2	7
21, 23	J	Knight	4	7

SECRET SHOP 1



BOSS: Darin

CLASS	General
LEVEL	5
HP	34
WEAPON	Silver Lance, Hand Axe

Bring in Erk and Canas and have them strike Darin. When he attacks one of them with a Hand Axe, move in for the kill with a sword-equipped melee unit. (Be careful! If Erk and Canas aren't level 12 or higher, they might not survive.)





New Resolve

Chapter 20

Send out a couple of Archers—they are skilled at taking out Wyvern Riders and can also man the Ballistae near the center of town. If you have characters near level 20, spend some time in the arena before taking down the big boss, Oleg.

OBJECTIVE Defeat Oleg.

NEW MEMBER  **NINIAN**
Level 1 Dancer

RECOMMENDED MEMBERS  **THIEF**  **ARCHER**  **MAGE**  **TROUBADOUR**

Torchlight Parade

The darkness makes it hard to see. Send out a Thief armed with a Torch to pierce the gloom and find your hidden enemies.

Prepare for Poison

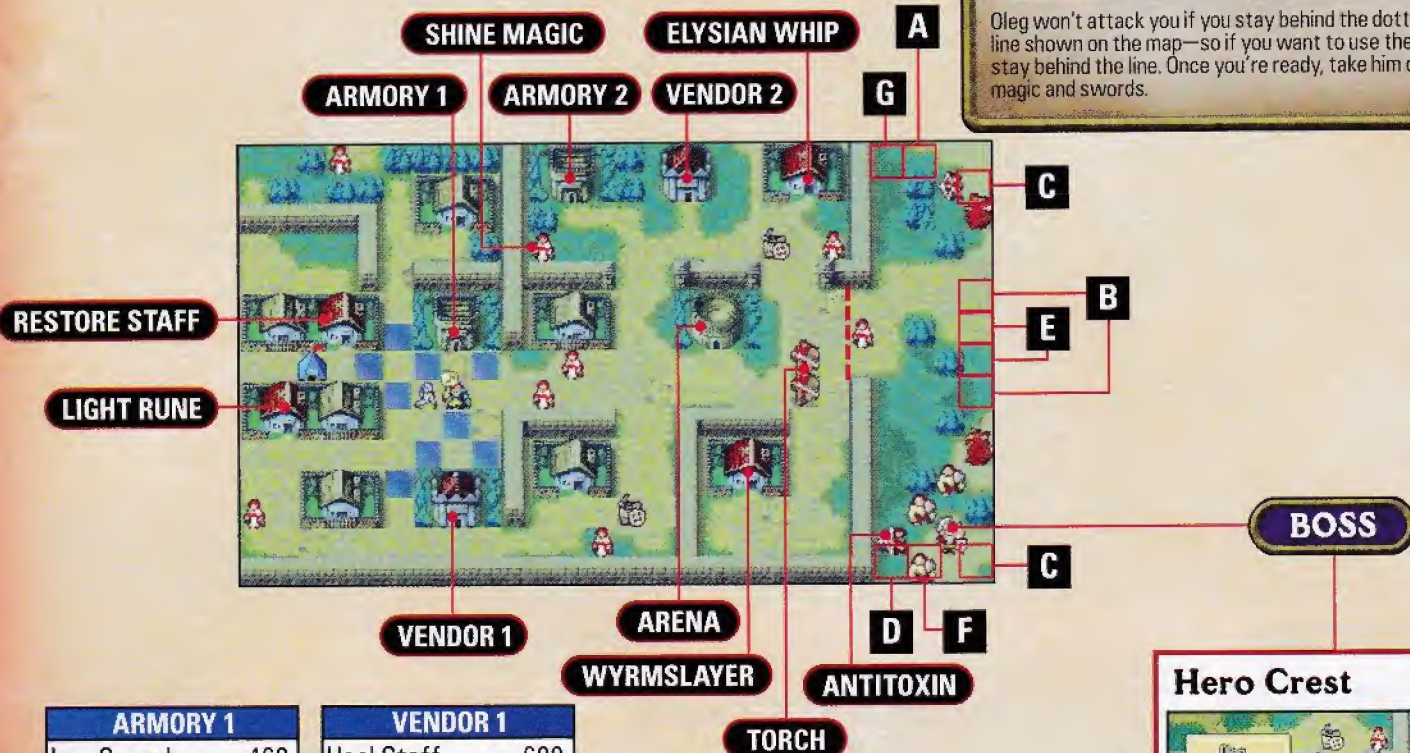
Some enemies have poisoned weapons. If one strikes you, you'll lose a little HP each turn. Use an Antitoxin or a Restore Staff to cure the ailment.



BOSS: Oleg

CLASS Warrior
LEVEL 5
HP 42
WEAPON Silver Axe, Steel Bow

Oleg won't attack you if you stay behind the dotted red line shown on the map—so if you want to use the arena, stay behind the line. Once you're ready, take him out with magic and swords.



ARMORY 1	
Iron Sword	460
Iron Lance	360
Javelin	400
Iron Axe	270
Hand Axe	300
Iron Bow	540

VENDOR 1	
Heal Staff	600
Mend Staff	1,000
Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

ARMORY 2	
Steel Sword	600
Steel Lance	480
Steel Axe	360
Steel Bow	720

VENDOR 2	
Vulnerary (3)	300
Door Key	50
Pure Water (3)	900
Antitoxin (3)	450

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL LEVEL	
4	A	Brigand	1	9
5	B	Monk	2	6
6	C	Wyvern Rider	2	5
7	A	Nomad	1	6
7	D	Cavalier	1	6
10	E	Knight	2	7
12	F	Nomad	1	6
12	G	Cavalier	1	6

Hero Crest



Oleg has a Hero Crest, but he won't give it up—even if you best him in combat. To earn the prize, you must steal it with a Thief. Needless to say, such actions won't make Oleg very happy. Try to take him out on the same turn so he doesn't demolish your Thief.

Kinship's Bond

Chapter 21

You have to hold off your foes for only a short time, but don't get lazy. It's much easier to advance your troops and fight near the middle of the screen than to wait for the attack. Fast-moving units will serve you well here.

OBJECTIVE

Protect Nils for 11 turns or defeat Eubans.

NEW MEMBERS



ISADORA
Level 1 Paladin



HEATH
Level 7 Wyvern Rider



RATH
Nomad (level varies)

RECOMMENDED MEMBERS



THIEF



CAVALIER



DANCER



TROUBADOUR

Meet Heath

Heath will enter from the left-hand side of the room. Eliwood, Hector or Ninian can all speak to him and get him to join the party. (Lyn can also talk to him, but you'll want her on the other side of the room.)

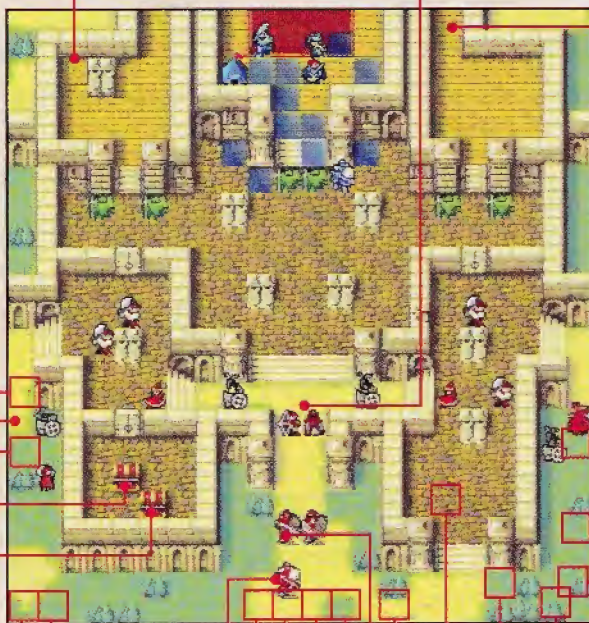
The Center Holds

Send a couple of strong, fast units to the center area to take out all corners. While the enemy is busy, send a Thief with an escort to loot the treasure chests.

Filled with Rath

On the second turn, Rath will join the battle from the north. Only Lyn can convince him to join your side. (Rath leads a team of fighters who all appear as "Rath." Talk to the one with a picture by his name.)

SECRET SHOP



D

10,000 G

BRAVE AXE

K

F

A

SPEAR

BOSS

C

B

A

G

E

I

J

KNIGHT CREST

H

K

Enemy Reinforcements

TURN	PLACE	CLASS	TOTAL	LEVEL
3	A	Fighter	2	8
4	B	Monk	2	8
4	C	Knight	2	7
4	D	Archer	1	7
4	E	Nomad	1	7
5	F	Peg Knight	1	7
5	G	Fighter	1	8
5	H	Archer	1	8
5	I	Wyvern Rider	1	6
8	D	Archer	1	7
8	E	Nomad	1	7
8	J	Wyvern Rider	1	6
8, 9	F	Peg Knight	2	7
8, 9	K	Mage	4	8
9	I	Wyvern Rider	1	6



BOSS: *Eubans*

CLASS	Paladin
LEVEL	6
HP	38
WEAPON	Spear



Eubans can attack from a distance, but he isn't all that tough for a boss. Use axes and high-level magic users to chop him down to size, but wait until turn 10 or 11 so you get as much experience as possible.

SECRET SHOP

Elixir (3)	3,000
Chest Key	1,500
Lockpick	1,200
Physic Staff	3,750
Torch Staff	1,000
Unlock Staff	1,500
Barrier Staff	2,250

Living Legend

Chapter 22

The shifting desert sands will wreak havoc on your troops, dropping the Movement ratings of all but flying units and walking magic users. If you play your cards right, you can leave the mission with rare treasure and a mighty new unit.

OBJECTIVE Defeat all enemy units & protect Pent.

NEW MEMBER



HAWKEYE
Level 4 Berserker

NOTES

Get Hawkeye on your team and earn 700 or more EP to unlock a side quest.

RECOMMENDED MEMBERS



PEG KNIGHT



MAGE



CLERIC



THIEF

LIGHT BRAND

C

BOSS

BOSS

B

D

A

HERO CREST

ECLIPSE MAGIC

FILLA'S MIGHT

D

LUNA MAGIC

A

B

BODY RING

Guiding Ring

Jasmine has a Guiding Ring, but it's difficult to get. You'll have to steal it—and unless you've been leveling up Matthew like crazy, Legault is the only one who can do it. Take the item, then rescue the Thief immediately. Have lots of units ready to take down Jasmine once the deed is done.

Pent-up Rage

Pent is really, really powerful. If you leave him alone, he'll defeat every unit that comes his way—making it very tough for you to earn 700 EP. Rescue him in the first turn or two to give yourself a fighting chance.

OCEAN SEAL

Hawkeye Pierces the Gloom

Hawkeye the Berserker will appear in the southeast corner of the map. If he and Eliwood have a friendly chat, Hawkeye will agree to join the fight. He's a great character—make sure that you get him.

I Buried Paul

You can find buried treasure during the fight. Send units with high Luck to the areas marked with dotted lines, and have them walk around until they find something. The battle will often end before you can find the goodies, so let Paul live until you collect all the treasure.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3	A	Wyvern Rider	2	9
5	B	Wyvern Rider	2	9
5, 6	C	Mage	2	9
7, 8	D	Shaman	4	9

BOSS: Paul

CLASS	Warrior
LEVEL	8
HP	47
WEAPON	Killer Axe

Paul has a Killer Axe, and the name says it all. Whatever you do, don't attack him with melee weapons—instead, sit back and let fly with the magic of your choice. Javelins are also effective.

BOSS: Jasmine

CLASS	Warrior
LEVEL	9
HP	46
WEAPON	Steel Axe, Hand Axe

Attack Jasmine with a magic user (Nosferatu Magic is great) then wait for him to counterattack with a Hand Axe. When he does, rush in with a sword user and cut him down. He's tough—employ multiple units.

Chapter 22x

Genesis

Even for a side quest, Genesis is tough. The desert cave is no place for rookie units—dispatch your best and brightest, and let them slug it out. Decide what treasure you want before the reinforcements enter—some have magic and some have weapons.

OBJECTIVE Defeat all enemy units.

REQUIREMENTS Get Hawkeye and earn 700 or more EP in Chapter 22, then accept the side quest.

NEW MEMBERS None

RECOMMENDED MEMBERS



THIEF



GENERAL



PALADIN



TROUBADOUR

Chests and Doors

There are a lot of chests and doors in the maze. If you have confidence in your units, send two Thieves—one with each section of the party. If you have only one Thief, break through all four walls in the second-from-the-top section so you can move back and forth.

DOOR KEY

DOOR KEY

DOOR KEY

NOSFERATU MAGIC

ELFIRE MAGIC

E G

RECOVER STAFF

F H

SHINE MAGIC

A Brick in the Wall

When the battle begins, a wall will appear here and separate your units. Keep it in mind when you're placing them on the map. Try to have someone who can heal units on either side of the wall.

SILVER LANCE

A C

SILVER BOW

B D

SILVER AXE

SILVER SWORD

BOSS

SILVER BLADE

SECRET BOOK

BERSERK STAFF

Enemy Reinforcements

PLACE	CLASS	TOTAL	LEVEL
A	Knight*	1	12
B	Mercenary*	1	12
C	Archer*	1	12
D	Fighter*	1	12
E	Mage**	1	12
F	Troubadour**	1	12
G	Shaman**	1	12
H	Monk**	1	12

* Kishuna retreats because you open the center door
 ** Kishuna retreats because you attack him

BOSS: Kishuna

CLASS	Imprisoner
LEVEL	10
HP	54
WEAPON	None

Kishuna is a coward at heart who will run at the first sign of trouble. Once he bolts, reinforcements will appear and attack. The enemy unit types (and their treasure) depend on whether you attack the Imprisoner or scare him off.

No Magic Here



Kishuna generates a power that eliminates your ability to use magic. Anyone inside the red diamond (shown on the map above) will be unable to cast spells. If you need to heal someone, move out of range.





Four-Fanged Offense (1)

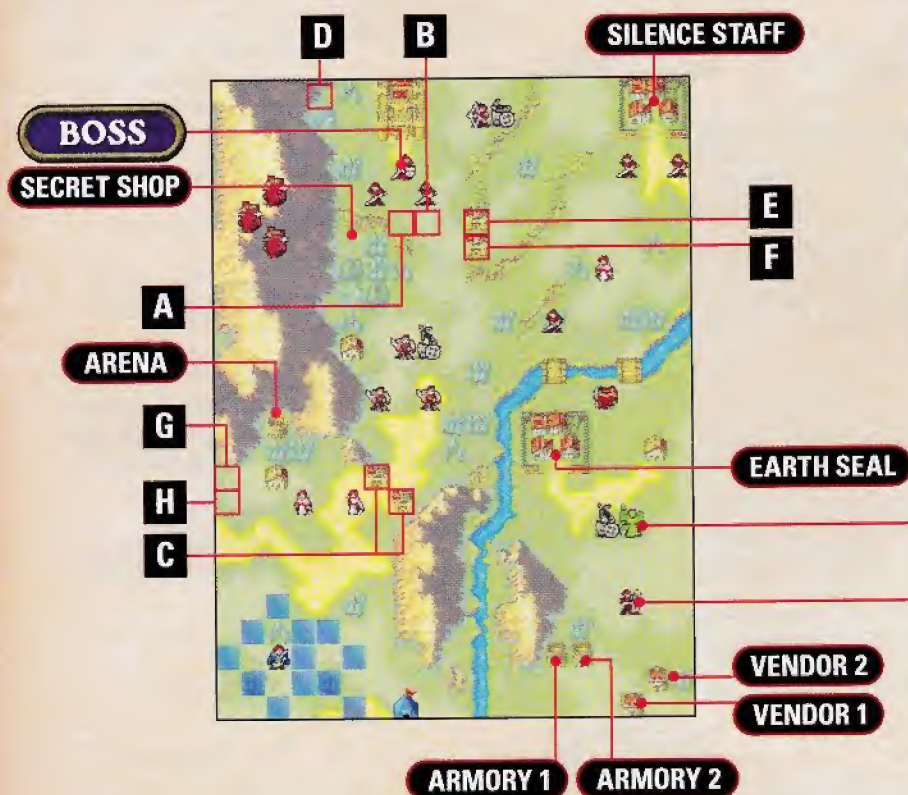
Chapter 23

If your Lord's levels are 49 or less, you will advance to this version of Four-Fanged Offense. The mist will cause you grief, but a visit by an old friend should be enough to lift your spirits. Bring all the magic users you have—you'll need them.

OBJECTIVE Defeat the enemy Swordmaster, Lloyd.

NEW MEMBER  **WALLACE**
Level 1 General

RECOMMENDED MEMBERS  **THIEF**  **KNIGHT**  **DANCER**  **TROUBADOUR**



 **BOSS: Lloyd**

CLASS	Swordmaster
LEVEL	12
HP	41
WEAPON	Silver Sword

Lloyd comes from the old school of fighting—namely, he's forgotten how to move around. Avoid his über-high Critical rating and wallop him with magic and arrows for an easy victory.

Lawless Wallace

Lyn, Kent, Sain, Wil and Florina can all convince Wallace to join the party. He's a General with crazy stats, so make sure that one of the above characters is around.

Orion's Bolt

Wallace will sometimes attack the Archer who carries Orion's Bolt before you have a chance to take it. To prevent that, send a Cavalier over the snag ASAP, then have him seek out the Archer. If Wallace takes out the Archer anyway, restart and try again.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
4	A	Myrmidon	1	10
4	B	Myrmidon	1	15
5	C	Monk	2	10
6	D	Brigand	1	10
7	E	Monk	1	10
7	F	Myrmidon	1	10
8	A	Myrmidon	1	10
8	B	Myrmidon	1	10
8	G	Monk	1	10
8	H	Myrmidon	1	10
9	E	Monk	1	10
9	F	Myrmidon	1	10

ARMORY 1

Steel Sword	600
Lancereaver	1,800
Steel Lance	480
Axereaver	1,950
Steel Axe	360
Swordreaver	2,100
Steel Bow	720

VENDOR 1

Vulnerable (3)	300
Antitoxin (3)	450
Heal Staff	600
Mend Staff	1,000
Restore Staff	2,000

ARMORY 2

Iron Sword	460
Iron Lance	360
Javelin	400
Iron Axe	270
Hand Axe	300
Iron Bow	540

VENDOR 2

Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

SECRET SHOP

Armorslayer	1,260
Longsword	1,260
Heavy Spear	1,200
Horseslayer	1,040
Hammer	800
Halberd	810

Four-Fanged Offense (2)

Chapter 23

If your Lord's levels are 50 or more, you will advance to this version of Four-Fanged Offense. There are lots of Wyvern Riders to worry about, so strike back with Archers and axemen. Don't leave town without getting the Silence Staff and Earth Seal.

OBJECTIVE

Defeat the enemy Hero, Linus.

NEW MEMBER



GEITZ

Level 3 Warrior

RECOMMENDED MEMBERS



DART

(Talk to Geitz)



ARCHER



FIGHTER



TROUBADOUR



VENDOR 1

Vulnerable (3)	300
Antitoxin (3)	450
Heal Staff	600
Mend Staff	1,000
Restore Staff	2,000

VENDOR 2

Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

ARMORY 1

Steel Sword	600
Lancereaver	1,800
Steel Lance	480
Axereaver	1,950
Steel Axe	360
Swordreaver	2,100
Steel Bow	720

ARMORY 2

Iron Sword	460
Iron Lance	360
Javelin	400
Iron Axe	270
Hand Axe	300
Iron Bow	540

SECRET SHOP

Armorslayer	1,260
Longsword	1,260
Heavy Spear	1,200
Horseslayer	1,040
Hammer	800
Halberd	810
Ocean Seal	50,000

Long-Range Assaults

The Sage at the bottom of the screen knows Bolting, a high-intensity spell with very long range. Send a Peg Knight or Druid to take out the pesky magic user.

Geitz



Dart can speak to Geitz and have him join the team, but the man carries a Killer Axe and will cut down anyone who approaches. Bring Dart as close as you can without getting in Geitz's range, then send a high Defense unit to lure him out. Once Geitz attacks the other unit, have Dart smooth things over.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
5	A	Corsair	3	10
6	B	Wyvern Rider	2	10
6	C	Mercenary	4	10
10	D	Wyvern Rider	2	10
12	B	Wyvern Rider	2	10
14	D	Wyvern Rider	2	10
16	B	Wyvern Rider	2	10
18	D	Wyvern Rider	2	10

BOSS: *Linus*

CLASS	Hero
LEVEL	12
HP	45
WEAPON	Silver Blade, Hand Axe



The last thing you want to do is mess with a Silver Blade, so get Linus to equip the Hand Axe by attacking with a long-distance unit. Once Linus counterattacks, send in a lance user or swordsman to finish the job.

Unfulfilled Heart

Chapter 24

You'll begin Unfulfilled Heart with your forces scattered all over the map. Round everyone up as best you can, then stick together for the rest of the fight. If you wait for enemy units to come to your position, you'll have an easier time picking them off.

OBJECTIVE

The Lords must survive for 11 turns.

NEW MEMBERS



PENT
Level 6 Sage



LOUISE
Level 4 Sniper



Luna Magic

BOSS

Wyverns

Go Shopping

A

ARMORY
VENDOR



Knight Crest

Brigands

Hammerne Staff

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
7, 8	A	Wyvern Rider	8	11

ARMORY

Killing Edge	1,300
Killer Lance	1,200
Javelin	400
Killer Axe	1,000
Hand Axe	300
Killer Bow	1,400

VENDOR

Heal Staff	600
Mend Staff	1,000
Elfire Magic	1,200
Shine Magic	900
Flux Magic	900

RECOMMENDED MEMBERS

The bulk of your enemies are Wyvern Riders, so send out Archers by the boatload. Axemen and horsemen will also come in handy. Wyvern Riders aren't particularly vulnerable to magic, but a magic user's long-range abilities will make the fight easier.



ARCHER



CAVALIER



FIGHTER



TROUBADOUR

Brigands

A few Brigands are hanging out on the mountaintops. Don't try to take them out while they're in such a position—wait for them to move to the plains and expose themselves.



Mountains provide good defense, which is bad for you. Check the Brigands' movement range by placing the cursor on top of them and pressing the A Button.

Wyverns

Archers and Fighters are the order of the day when Wyvern Riders come swooping from the north. Station your units against the mountains so the Wyverns can't reach them in a single turn, then attack once they've moved.



Wyvern Riders attack with lances, which makes axe attacks a natural. Bowmen will get a big bonus each time they hit a Wyvern—use them often.

Knight Crest

The Cavalier at the bottom of the screen has a Knight Crest. Use a Thief to steal it before you send him to meet his maker.



Hammerne Staff

You can receive a Hammerne Staff from the southwest village, but it's hard to reach. Send a Paladin with high Defense and Movement ratings—they're perfect for long-distance solo missions.



Luna Magic

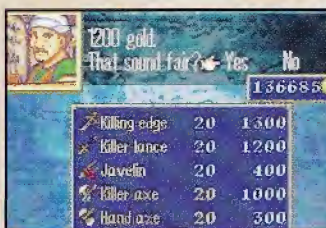
The Shaman in the northwest corner has a Luna Magic book, but if you try to get it you'll enter the range of Vaida. You'll have to lure the Shaman out of position to take his prize.



Get a unit with high Defense, then place him or her one space south and one space west of the left-hand fortress. When the Shaman moves, go one space north and take him out. To be sure that Vaida stays put, have Ninian dance to give your unit an extra move, then rescue her and get the attacking unit out of there.

Go Shopping

Once you've cleared out all the reinforcements and have a little time to spare, send a couple of units to the stores at the northeast corner of the map. Try to strike for the stores by turn 9, or you may not reach them in time.



The stores have a wide variety of really useful stuff—a nice change from the Vulnerary and Iron Sword operations that you've been seeing.

BOSS: Vaida

CLASS	Wyvern Lord
LEVEL	10
HP	60
WEAPON	Spear

Personal data

Str: 20.00 Move: 8

Stk: 1.20 Con: 1.2

Spd: 1.30 Hit: 8

Luck: 0 Trw: 0

Def: 1.10 Affn: 0

Res: 6.00 Cond: 0

Wyvern Lord

LV 10E

HP 60/60

Don't fight Vaida. Why not? Number one, she'll join your party in a later chapter. And number two, she's strong enough to work your entire team. Just let her sit and stew in the mountains.

Pale Flower of Darkness (1)

Chapter 25

Which Pale Flower of Darkness chapters version you'll play hinges on the sum levels of seven unit types. If your Troubadour, Mage, Cleric and Monk levels are higher than your Fighter, Mercenary and Myrmidon levels, you'll fight in this chapter.

OBJECTIVE

Seize the throne.

NEW MEMBERS



HARKEN*
Level 8 Hero



KAREL*
Level 8 Swordmaster

RECOMMENDED MEMBERS



THIEF



BERSERKER



FIGHTER



SHAMAN

*Only one of the two will join.

It's Snow Joke

When snow begins to fall, your units' Movement ratings will fall. Once the white stuff lets up, you can move normally. Snow affects you only while you're outside.

AURA MAGIC

TALISMAN

BLUE GEM

BOSS

GUIDING RING

D

G

A

F

CHEST KEY

E

B

C

Weather the Storm

Most of the enemy magic users have an incredibly long range. Send your own magic users across the bottom of the screen (bring a Door Key so you can get into the castle) while Hector, Hawkeye and a strong defensive unit who has rescued the Thief move north between the walls and take out the Wyvern Riders. There isn't much you can do about the magic until you get in range, but luckily they miss often.

BOLTING MAGIC

BOSS: Kenneth

CLASS	Bishop
LEVEL	13
HP	41
WEAPON	Aura Magic



Kenneth is a high-level boss with a devastating magic attack. Send in a melee unit with high Defense (such as a General or Paladin) to finish off the boastful Bishop—use your strongest weapon.

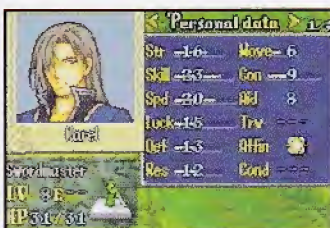
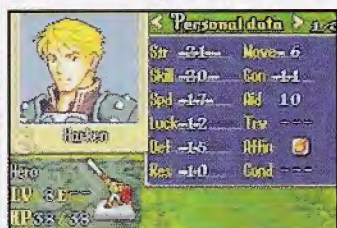
Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Wyvern Rider	4	12
5	B	Mage	1	10
5	C	Monk	1	10
7	B	Shaman	1	12
7	C	Mage	1	12
7	D	Shaman	1	12
7	E	Wyvern Rider	2	12
9	D	Mage	1	12
9	F	Thief	1	12
10	G	Hero*/S'master**	1	8

*Harken

**Karel

Take Your Pick



If you defeat two or more Bishops, Druids or Sages before the end of the ninth turn, Harken will appear. If you defeat one or more, Karel will show up. Speak to either one with Eliwood to get the character on your side.

Pale Flower of Darkness (2)

Chapter 25

If your Fighter, Mercenary and Myrmidon levels are higher than your Troubadour, Mage, Cleric and Monk levels, you'll fight in this Pale Flower of Darkness chapter. The versions are of equal difficulty levels, so don't bother trying for one or the other.

OBJECTIVE

Defeat all enemy units.

NEW MEMBERS



HARKEN*
Level 8 Hero



KAREL*
Level 8 Swordmaster

RECOMMENDED MEMBERS



THIEF



ARCHER



KNIGHT



TROUBADOUR

*Only one of the two will join.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 10	A	Nomad	4	12
3, 10	B	Nmd Trooper	2	5
7	C	Falcoknight	2	5
8, 15	D	Wyvern Lord	2	8
8, 15	E	Wyvern Rider	4	12
10	F	Hero*/S'master**	1	8
14	A	Cavalier	4	12
14, 19	B	Paladin	1	5
19	A	Cavalier	2	12

* Harken

** Karel

Hidden Enemies



Many enemies in the chapter won't appear until you open a door. Take a look at the "Either Or" box at the bottom of the page before you head straight for the boss, however—you'll have to open doors if you want Karel in your party.

BOSS: Jerme

CLASS	Assassin
LEVEL	13
HP	46
WEAPON	Light Brand

Jerme is the master of the one-hit kill, so don't get up close and personal. Strike him from a distance with your strongest weapons.



Fish in a Barrel



Most enemy reinforcements come from points A, B and F on the eastern side of the map. Place a unit with good Defense in the lead and back him or her with magic users to mow down the oncoming soldiers.

Either Or

If you have opened four or more doors by the end of the ninth turn, Karel will appear. If you've opened three or fewer, it is Harken who will pay you a visit. Have Eliwood speak to either man to gain a new recruit.

Battle Before Dawn

Chapter 26

Though you must protect Zephriel for 15 turns, he does a good job of protecting himself. Your main concerns are Nino and Jaffar. You'll have to deploy lots of speedy units to reach the two turncoats—get on your horse and ride!

OBJECTIVE Protect Zephriel for 15 turns.

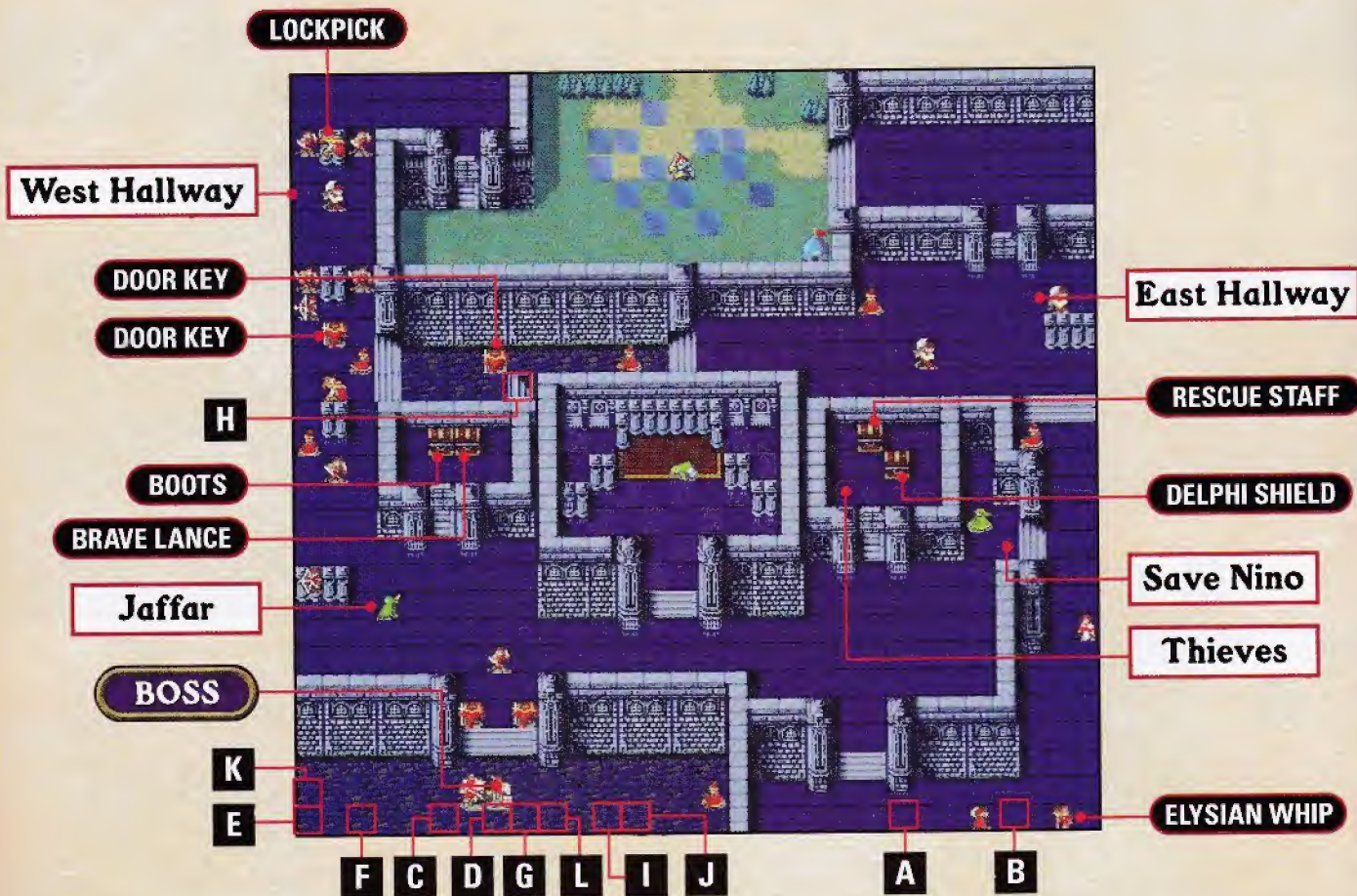
NEW MEMBER



NINO
Level 5 Mage

NOTES

Get Nino to join your party, then have her talk to Jaffar to unlock a side quest—both must survive.



Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2	A	Shaman	1	13
2	B	Mage	1	13
3	C	Thief	1	13
3	D	Fighter	1	13
5	E	Mage	1	13
5	F	Monk	1	13
5	G	Shaman	1	13
5	H	Shaman	1	13

TURNS	PLACE	CLASS	TOTAL	LEVEL
6	I	Mercenary	1	13
6	J	Hero	1	6
8	K	General	1	5
8	L	Knight	1	13
9,12-14	E	Mage	4	13
9,12-14	H	Shaman	4	13

RECOMMENDED MEMBERS

You have two nonhuman enemies in the chapter—time and darkness. Bring a Thief armed with Torches to shed light on the world and open chests while your fastest units speed through the dimly lit halls and toward your goal.



THIEF



NOMAD



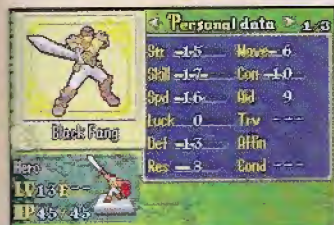
PALADIN



SHAMAN

West Hallway

Send the bulk of your forces around the western side of the castle. The speedy units, especially, will want to use the path—if you dawdle, Jaffar may be cut down. Lead with a General or Shaman, then have your Paladin break through and rescue Jaffar.



Most of the enemies are familiar, but watch out for a pair of Heroes. They have high stats and can surprise you in the dark. Bring along magic users to turn the Hero into a zero.

East Hallway

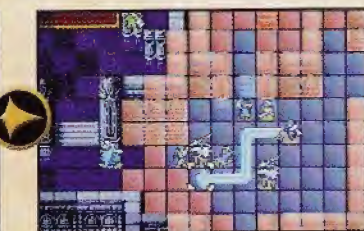
There aren't many units on the eastern side of the castle, so you'll be fine with a Cavalier, a magic user and one high-level unit. Also send either Eliwood or Lyn along the eastern side so one of them can talk to Nino.



There aren't any Archers on the eastern side of the castle, so feel free to send Peg Knights or Falcoknights. If you do, have them pick up Lyn or Eliwood so you can reach Nino quickly.

Save Nino

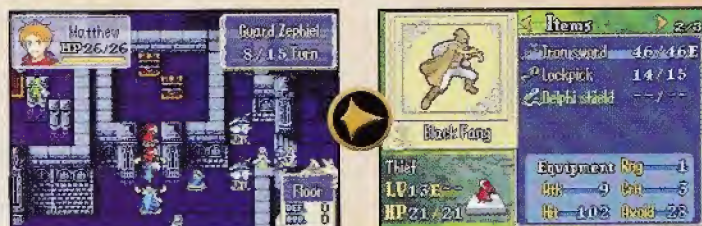
The only threat to Nino is a low-level magic user—by the time you reach her, Nino probably will have dispatched him by her lonesome. Once you speak to Nino, you'll have to match her up with Jaffar so you can access a side quest.



If you send Nino to Jaffar, make sure that she is well-guarded. If you've already rescued Jaffar, don't bother moving Nino—just bring the swordsman to her.

Thieves

Enemy Thieves will likely pilfer the treasure while you're busy. If they do (and there's almost no way to prevent it), block them in by standing in the doorway or surrounding them on all exposed sides.



Pilfered items appear in a green font when you check out an enemy Thief's inventory. The last item in line will be returned to you when you eliminate the Thief—if he has more than one item, you must steal the other ones first.

Jaffar

Don't worry about hooking up Jaffar and Nino right away. The battle won't end until all 15 turns are up, which gives you plenty of time to arrange a meeting. Jaffar doesn't talk much anyway, so it's bound to be a short conversation.



Send most of your forces south to take on Ursula, but leave Nino, Jaffar, his rescuing unit and a magic user behind. Use a Torch if you're worried about baddies in the gloaming.

BOSS: Ursula

CLASS	Valkyrie
LEVEL	15
HP	36
WEAPON	Bolting Magic, Elfir Magic

Ursula has a very high Resistance rating, and she knows that darn Bolting spell. Send in a high-Resistance unit of your own and take her down with a Silver or Killer type weapon. She'll probably take more than one hit, so have a couple of troops ready.

Night of Farewells

Chapter 26x

Your battle against Sonia—one of the most evil people ever to see the light of day—takes place in a waterlogged fortress. Bridges rise and fall depending on what turn it is—use the chart below to plan ahead so you aren't trapped on an island.

OBJECTIVE

Seize the throne.

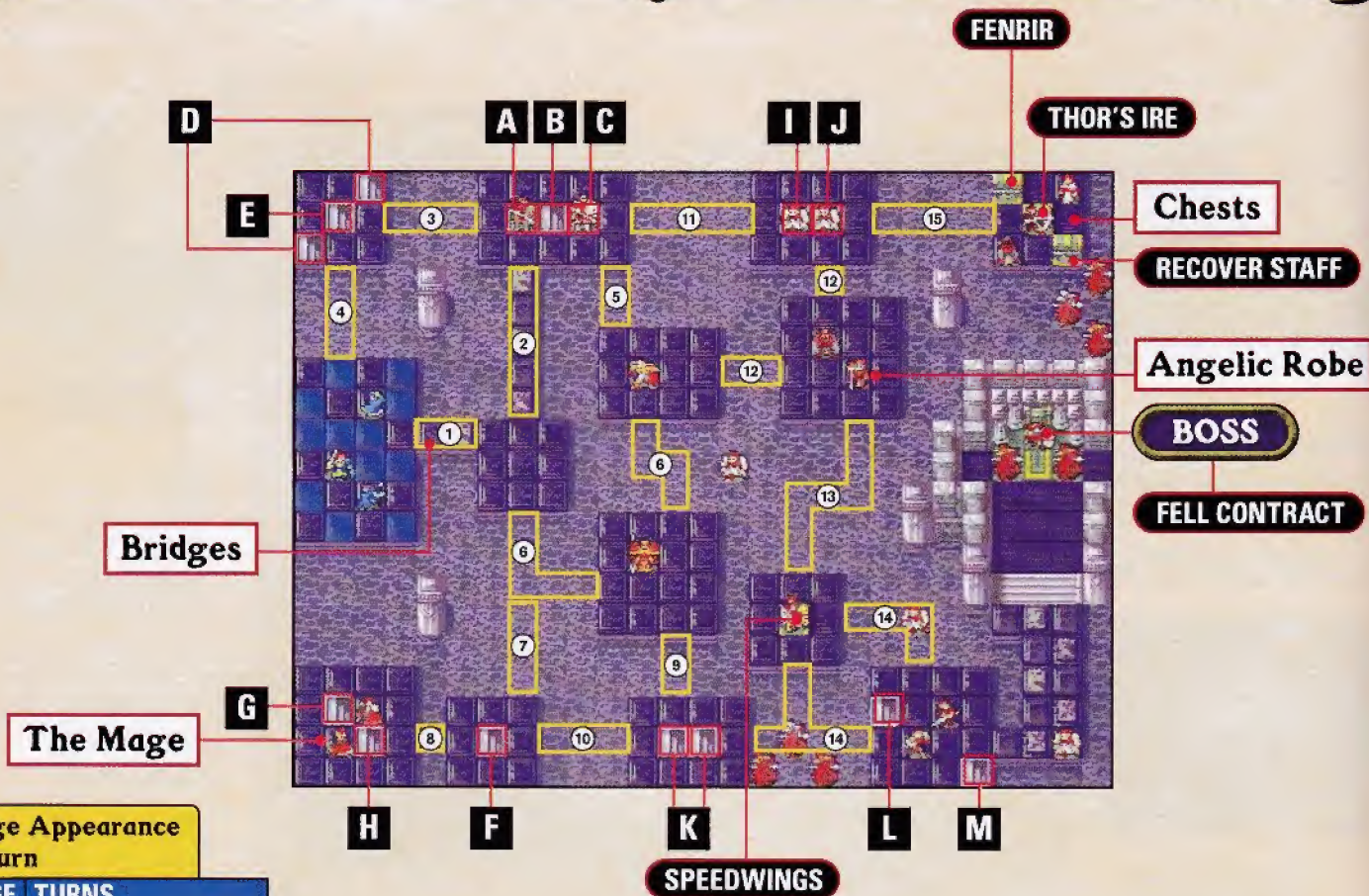
REQUIREMENTS

Get Nino to join your party, then have her speak to Jaffar in Chapter 26.

NEW MEMBER



JAFFAR
Level 13 Assassin



Bridge Appearance by Turn

BRIDGE	TURNS
①	1-4, 23 and later
②	1-7
③	2-6
④	3, 4
⑤	5-11
⑥	5-11, 23 and later
⑦	8-11
⑧	8-11, 23 and later
⑨	8-14
⑩	8-14, 23 and later
⑪	10-11, 23 and later
⑫	10-14, 23 and later
⑬	12-19, 23 and later
⑭	13 and later
⑮	31 and later

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2, 3	A	Peg Knight	2	13
2, 3	B	Cavalier	2	13
2, 3	C	Pirate	2	13
3	D	Cavalier	2	13
3	E	Nomad	1	13
8	F	Mercenary	1	13
8-10	G	Cavalier	6	13
8-10	H	Nomad	3	13

TURNS	PLACE	CLASS	TOTAL	LEVEL
10	A	Peg Knight	1	13
10	B	Cavalier	1	13
10	C	Pirate	1	13
10, 11	I	Thief	2	13
10, 11	J	Wyvern Rider	2	13
12, 13	K	Pirate	4	13
12, 13	L	Shaman	2	13
12, 13	M	Nomad	2	13

Reinforcements appear only if Sonia is alive.

RECOMMENDED MEMBERS

The Falcoknight is great, but only if she's at a very high level. A low-level Falcoknight or, worse, Peg Knight will be slaughtered. Berserkers and Pirates are useful against the Wyvern Riders, and many of them can walk on water—a nice double threat.


FALCOKNIGHT

THIEF

SNIPER

BERSERKER

Bridges

The bridges rise and fall quickly. Your first task will be to get everyone over Bridge A before it sinks. Once they're across, split your party in two, sending some of them north and having a few wait for Bridges 6 and 7 to appear. Keep an Archer in each group.



If a unit gets stranded, you'll have to rescue it with a flying unit. You can also bring out a water-walking character to save the day.

The Mage

The Mage on the island south of your starting position knows long-range magic spells. Send a Falcoknight over to take him out, but beware his friend. If you attack with a Javelin, you can counterstrike on every turn.



If you haven't used your Falcoknight much, she may take a lot of damage. Give Priscilla a Physic Staff and heal the Falcoknight from a distance—keep Ninian close to Priscilla so she can heal twice in one turn, if need be.

Chests

There are three treasure chests in the northeast corner, but they're difficult to reach. You have a couple of options. First, you can send a flying unit into the area and drop off a rescued Thief. Second, you can wait for a bridge to appear.



A Sniper stationed near the chests will tear your Falcoknight to ribbons. If you got the Delphi Shield in the previous chapter, it will provide a good deal of protection from the arrows. If you don't have it, you shouldn't risk the unit.



The bridge won't appear until turn 30, which is a long time to wait. If you defeat Sonia it won't appear at all. You can also send one of your water-walking axemen across the top of the screen to eliminate the group in the corner—which includes a Shaman and a Monk.

Angelic Robe

The Bishop on the middle island has an Angelic Robe, but you'll have a tough time stealing it. Get a Falcoknight close enough that the Bishop uses his Berserk Staff on her. Once the staff is used up, move in with a Thief and take the robe, then blast the Bishop.



Units with high Resistance can avoid the Berserk Staff's effects. The staff has only three charges, so waiting it out won't take very long. If a unit goes berserk, cure him or her with a Restore Staff.

BOSS: Sonia

CLASS	Sage
LEVEL	17
HP	44
WEAPON	Bolting Magic, Fimbulvetr Magic

Sonia has only five Bolting spells at her disposal (although that's five too many), so you may want to wait her out. Send a Falcoknight or magic user to the edge of Sonia's range, and place a Troubadour next to the unit (out of range). As Sonia blasts the character, keep healing her until all five spells are gone.

Once Sonia has used her Bolting spells, move in for the victory with a Falcoknight or Shaman. (Give the attacker a drink of Pure Water first to raise his or her Resistance.) It's possible to charge in with a high-level Falcoknight and end the battle while Sonia still has Bolting—but it's tricky.

Cog of Destiny

Chapter 27

Cog of Destiny looks like a daunting task—the enemies are legion, and your numbers are few. But with bold moves and careful planning, it can turn into an experience-point wonderland. Be sure to take the bridges one at a time so you aren't swarmed!

OBJECTIVE

Defeat all enemy units.

NEW MEMBER



VAIDA
Level 9 Wyvern Lord

Heaven Seal

IRON RUNE

BOSS

Guiding Ring

B A B

Warp Staff

ARMORY

VENDOR

E F G
C
D
C

H
I
J
Vaida

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL LEVEL	
*	A	Myrmidon	8	14
*	B	Hero	4	8
**	C	Knight	8	14
**	D	General	4	8
***	E	Nomad	4	14
***	F	Paladin	4	8
***	G	Cavalier	4	14
****	H	Wyvern Lord (Vaida)	1	9
****	I	Wyvern Rider	1	14
****	J	Wyvern Rider	1	14
*****	H	Wyvern Rider	1	14
*****	I	Wyvern Rider	1	14
*****	J	Wyvern Rider	1	14

ARMORY		VENDOR	
Iron Sword	460	Door Key	50
Silver Sword	1,500	Heal Staff	600
Iron Lance	360	Fire Magic	560
Silver Lance	1,200	Thunder Magic	700
Iron Axe	270	Elfir Magic	1,200
Silver Axe	1,000	Lightning Magic	630
Iron Bow	540	Shine Magic	900
Silver Bow	1,600	Flux Magic	900

- * Appears when you cross Bridge ③—once per turn for four turns
- ** Appears when you cross Bridge ②—once per turn for four turns
- *** Appears when you cross Bridge ①—once per turn for four turns
- **** Appears when you cross the dotted black line
- ***** Appears one turn after Vaida appears—once per turn for three turns

RECOMMENDED MEMBERS

Match the enemy's steel by bringing every high-level spellcaster in your party and any units with high Defense. Cog of Destiny is a great chapter in which to level up, but only for characters at level 10 or higher—hey, it's dangerous out there.



THIEF



SHAMAN



GENERAL



SAGE

Warp Staff

The villager who lives on the southwest corner of the map will give you a Warp Staff, but you have to reach him first. The easiest way to get there is by sending a flying unit over the mountains—doing so won't count as crossing a bridge.



Watch out for the Ballistae! If you have the Delphi Shield, you'll be worry-free. If you don't, you may want to send ground units to take out the pesky arrow launchers.

Vaida

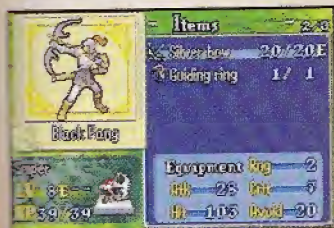
As soon as you pass the dotted black line shown on the map on page 76, Vaida will appear in the southeast corner with two Wyvern Rider escorts. Have Eliwood speak to her and convince her to join the team, then dispatch the other Wyverns with axes or arrows.



If Merlinus hasn't leveled up by this time, Vaida will make a beeline for his tent. The plus side is that you know where she's going. The negative is, of course, that she's going to destroy your helpless merchant.

Guiding Ring

One of the Snipers on the western side of the temple has a Guiding Ring in his possession. He also has a Silver Bow, which can decimate your Thief. If you boost the ring, make sure that your Thief is rescued or the Sniper is put down.



If you've been collecting everything to this point, you may have more Guiding Rings than you need. Take the one here anyway—it fetches a pretty penny at the store.


BOSS: *Lloyd*

CLASS	Swordmaster
LEVEL	18
HP	52
WEAPON	Light Brand



If you defeated Linus in Chapter 23, Lloyd will be waiting for you. He carries the Light Brand—a sword that deals magic damage—and has a very high Resistance stat. Take him down with high-Resistance units or high-level magic users. Canas, Erk and Pent can wear him down in a few turns.


BOSS: *Linus*

CLASS	Hero
LEVEL	18
HP	58
WEAPON	Light Brand



If you defeated Lloyd in Chapter 23, Linus is your man at the end of the chapter. His Resistance stat is lower than Lloyd's, so you're better off attacking from a distance with Sages. Use the Elfire Magic—it's the most potent Anima spell around.

Heaven Seal

When the chapter is over, Eliwood will get a Heaven Seal. It is used automatically, so if you aren't yet at level 20, take out as many bad-dies as possible before striking the boss.



Eliwood will receive increased ratings as well as the ability to use a lance. If you haven't used the other Heaven Seals on Hector and Lyn, go ahead and do so. For maximum effect, wait until the units are at Level 20.

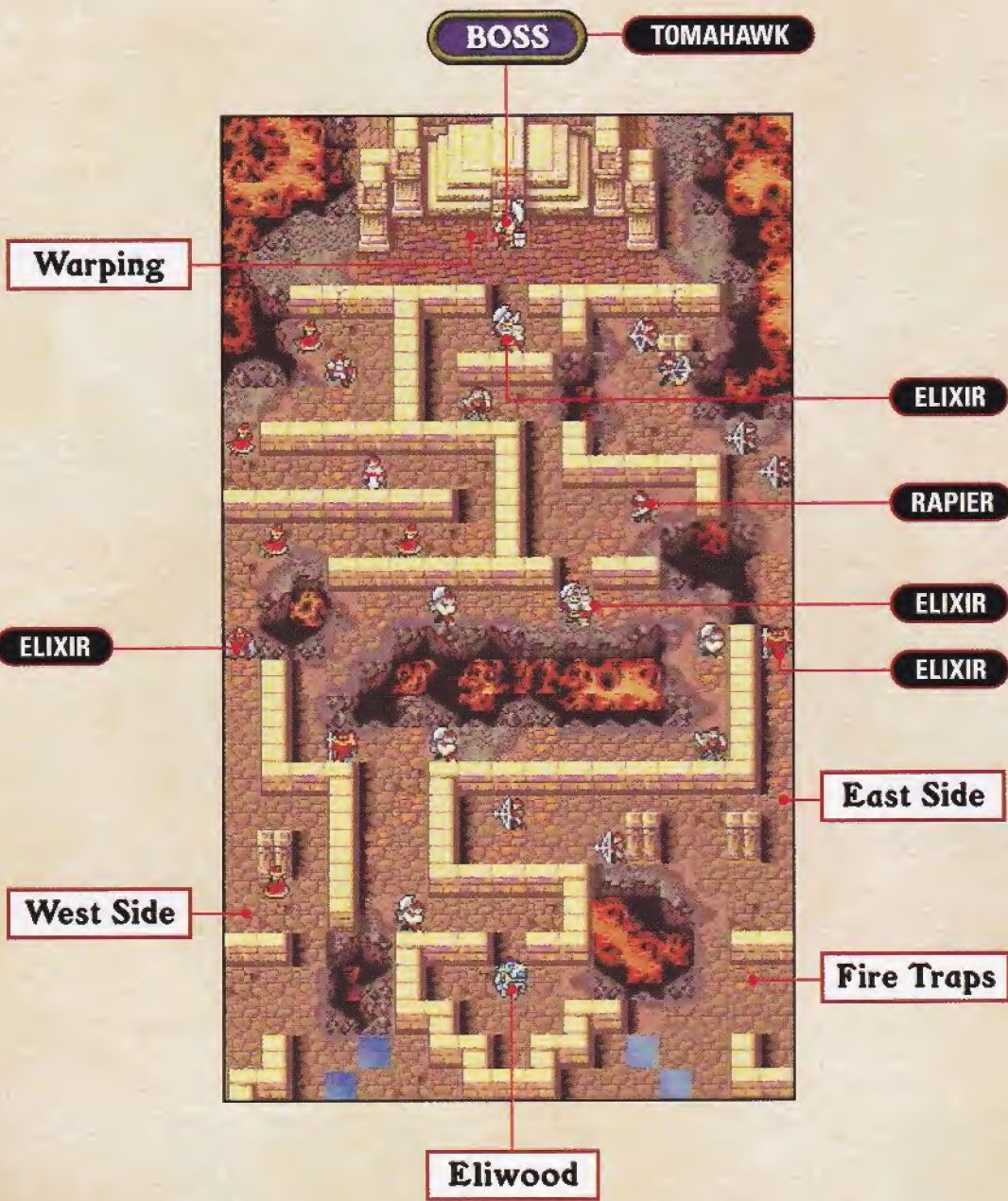
Valorous Reland

Chapter 28

To claim a great weapon, you must first prove your worth—and Eliwood can take only four boon companions with him into the heart of darkness. The enemies aren't very tough, save for the final boss, but there's a clever way to avoid him if you're quick.

OBJECTIVE Move Eliwood to Georg's position.

NEW MEMBERS None



RECOMMENDED MEMBERS

High-level magic users that can wield both staff and spell will be invaluable here—give one of them a Physic Staff and let the unit go to town. The boss is a very tough cookie, so any unit that can use a Longbow will be welcome.



DRUID



PALADIN



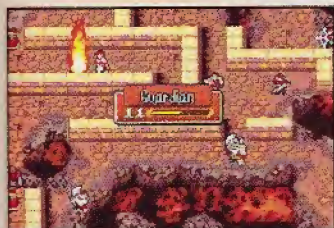
TROUBADOUR



NOMAD

Fire Traps

Watch the floor carefully. Red spaces erupt in flame at the end of each turn, damaging any unit that happens to be in the way. If you want to avoid the problem entirely, dispatch a lot of flying units. (The flames do about 10 HP worth of damage each time.)



The Black Fang has a lot of poorly trained troops. They will often stand on the red squares until flames are coming out their ears. Eventually they'll move, but their stupidity is good for a small HP advantage and a chuckle.

East Side

The eastern side of the map is chock-full of Archers, with the occasional Knight thrown in for good measure. If you send the Paladin this way, he should be able to mow down the arrow-shooting fiends.



The Knights don't like to move, so take them out from a distance. A magic user or Nomad works well.

Eliwood

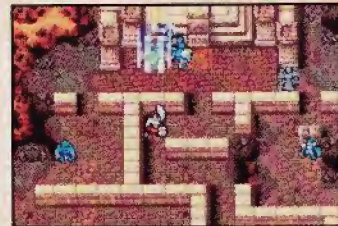
Two units start on the west side of the map, and two on the east—which leaves Eliwood alone in the middle. Give him a Silver Sword and a Steel Spear before the fight begins. By doing so, he'll be ready for anyone that comes his way.



Eliwood will get three items as he moves through the maze—two Elixirs and a Rapier. If you want all of the items, make sure that you leave room in Eliwood's inventory.

Warping

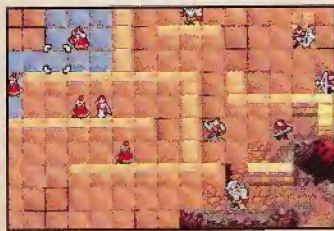
To avoid a fight with Georg, break the walls at the top of the screen, then lure the boss to Eliwood. Once he moves, send Priscilla one square left of the goal and use the Warp Staff on Eliwood.



Eliwood has to survive Georg's first attack only, then you can warp him and have him step on the center plate to end the battle. The downside is that you won't get EP or the Tomahawk that you would otherwise get from defeating Georg.

West Side

The west side of the map contains magic users. If you send a couple of high-level magic users of your own along the west side, you'll have no trouble clearing a path.



Once your high-level magic users reach a certain level (say, 10 or so), they no longer have to worry about the magic triangle. Your mighty Druid can wipe the floor with a wee-lass Monk, even though Light Magic has advantage over Dark.

BOSS: Georg

CLASS	Berserker
LEVEL	15
HP	60
WEAPON	Tomahawk

Georg has a very high Critical rating, and he's difficult to damage. If you fight him, use Eliwood's Rapier and make sure that the prince has the Iron Rune equipped. Don't attack Georg—wait for him to attack you, then damage him on the counterattack. Heal with a Physic Staff each turn.

Sands of Time

Chapter 29

Hector's home turf is under attack in Sands of Time, and naturally the big guy won't stand for it. You've got Archers aplenty waiting for you in the castle halls, so big bruising units are the order of the day. Keep your flying units grounded for this one.

OBJECTIVE Protect the throne for 11 turns.

NEW MEMBER None

SECRET SHOP

Hero Crest	10,000
Knight Crest	10,000
Elysian Whip	10,000
Orion's Bolt	10,000
Guiding Ring	10,000

Poison

WHITE GEM

DRAGONSHIELD

Body Ring

Stragglers

E

D

BOSS

Druids

B

A

C

Secret Shop

SWORDSLAYER

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 5	A	Cavalier	4	15
3-5	B	Thief	3	15
5	C	Sniper	2	3
6	D	Knight	2	15
6, 7	A	Myrmidon	4	15
7	E	Druid	1	15
8, 9	A	Myrmidon	4	15
10, 11	A	Cavalier	4	15

Reinforcements won't appear if Denning is defeated.

RECOMMENDED MEMBERS

There's no better way to dispatch Archers than with brutal, close combat. Since they can't fight units standing next to them, swords, axes and lances all have the advantage. Bring along a couple of people who can use Restore Stuffs.


THIEF

GENERAL

PALADIN

TROUBADOUR

Stragglers

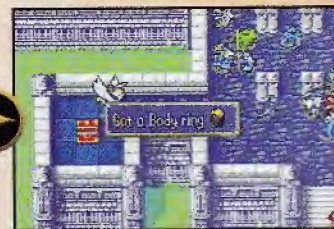
Most of the party starts out in the northern part of the map, but four units begin in a totally different place. Make sure that one large unit (preferably a General) is with the four, then have him or her block the doorway to ensure the safety of the others.



The enemy won't unlock the southern door for some time, so you'll just have to hold them at the northern stairs. If you have a high-level General like Wallace or Oswin, arrows will usually bounce right off them.

Body Ring

Thieves appear at the bottom of the map during turns 3, 4 and 5—which makes it tough to grab the Body Ring. If the ring is taken before you can get to it, don't worry. You can always steal it back.



If a Thief gets the Body Ring, the easiest way to reclaim it is to block the exit and take him out. If he gets through the trap, you'll have to track him down and eliminate him—long-range attacks are fine.

Poison

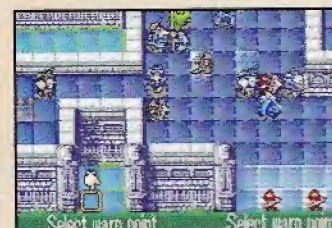
Many enemies use poisoned weapons. If you are poisoned, you'll have a few options. You can wait for the poison to go away (usually four or five turns), you can cure it with a staff or Antitoxin, or you can spend a turn on the throne. No, the ROYAL throne.



The Restore Staff has only 10 charges, and it's useful for tasks other than curing poison—such as removing Sleep and Silence spells. If you think a unit can wait it out, it's often better to let the poison run its course and heal when necessary.

Secret Shop

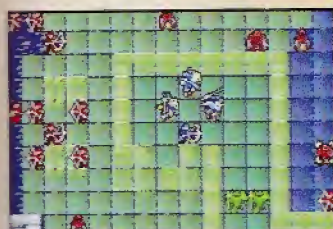
To reach the secret shop, you must get outside—but there's a lot of pillars and other gothic architecture in the way. You'll have to use the Warp Staff to send one of your characters on a little shopping trip.



Wait until the battle is almost over to use the shop, because the unit that you warp will be stuck outside until the chapter ends. Also, make sure the shopper has the Member Card! Nothing is more frustrating than having to use the Warp Staff twice.

Druids

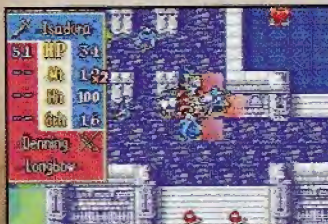
The enemy Druid to the south knows Sleep, and the one to the east knows Silence. Send a magic user to deal with the sleeper, and a Paladin to deal with the silencer.



The screen shot on the left shows the range of the Silence spell, and the right-hand shot shows the Sleep spell's.

BOSS: Denning

CLASS	Sniper
LEVEL	19
HP	51
WEAPONS	Silver Bow, Longbow



Denning is a powerful unit with one glaring weakness—he has only bows in his inventory. For a quick victory, send a melee unit to attack him from close range. If you want to gain experience by attacking the reinforcements, surround Denning on all four sides, then let him sit and stew.

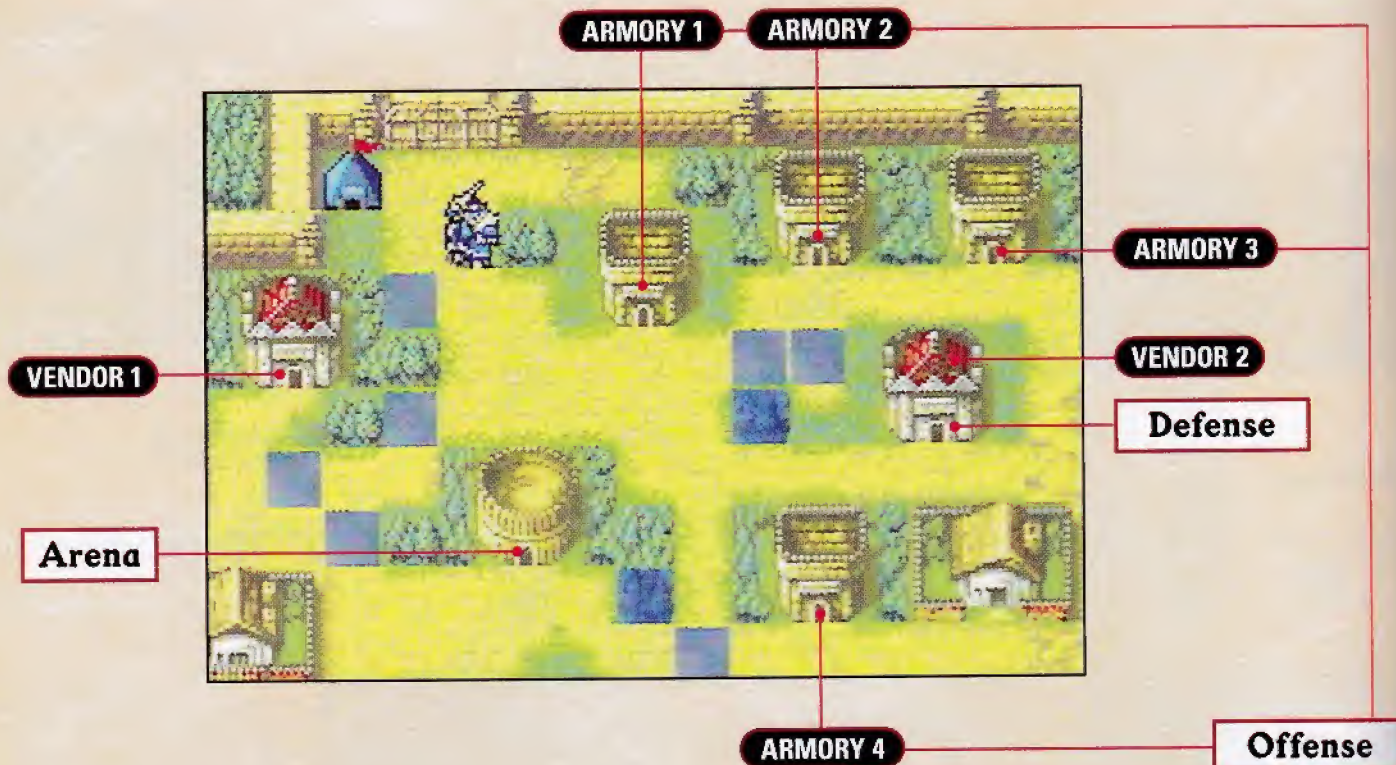
Battle Preparations

Chapter 29x

Let's go shopping! Battle Preparations is one big spending spree, and you'll receive 30,000 gold at the beginning of the chapter to help you on your way. You have only five turns, however, so move quickly.

OBJECTIVE Get supplies within five turns.

NEW MEMBER None



ARMORY 1	
Slim Sword	480
Iron Sword	460
Steel Sword	600
Silver Sword	1,500
Killing Edge	1,300
Lancereaver	1,800

ARMORY 2	
Slim Lance	450
Iron Lance	360
Steel Lance	480
Silver Lance	1,200
Killer Lance	1,200
Axereaver	1,950
Javelin	400

ARMORY 3	
Iron Axe	270
Steel Axe	360
Silver Axe	1,000
Killer Axe	1,000
Swordreaver	2,100
Hand Axe	300

ARMORY 4	
Iron Bow	540
Steel Bow	720
Silver Bow	1,600
Killer Bow	1,400
Short Bow	1,760
Longbow	2,000

VENDOR 1	
Fire Magic	560
Thunder Magic	700
Elfire Magic	1,200
Lightning Magic	630
Shine Magic	900
Divine Magic	2,500
Flux Magic	900

VENDOR 2	
Vulnerary (3)	300
Elixir (3)	3,000
Pure Water (3)	900
Door Key	50
Heal Staff	600
Mend Staff	1,000
Recover Staff	2,250
Restore Staff	2,000

Offense

RECOMMENDED MEMBERS

There's an arena in the chapter, so deploy any units that need an extra boost. Fast-moving units will serve you well—stock every-
one up with unwanted items so they can sell them at the store and
clear out room in Merlinus's inventory.



PEG KNIGHT



WYVERN RIDER



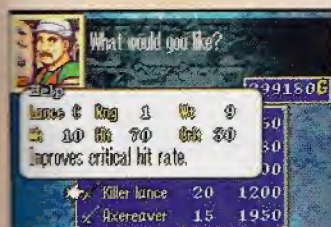
TROUBADOUR



PALADIN

Offense

There's no more time to worry about iron or steel—the upcoming
battles demand a higher quality of weapon. Purchase only Killer or
Silver weapons from the merchants. In fact, if you have any Iron
weapons in your inventory, you should sell them off.



Killer weapons have only 20 uses, so
you'll need to purchase a bunch of them.
Silver weapons are a good option,
although they have the same usage limi-
tations.



Swordmasters and Berserkers will ben-
efit greatly from Killer weapons. They
make their already high Critical rates go
through the roof.

Arena

Since the mission ends after five turns, you'll have to make the most
of your time. Decide in advance which units would benefit from
additional EP, then deploy them close to the arena while you're set-
ting up the chapter.



Get multiple people in the arena during a single turn by rescuing units as they
emerge. Once you do, you'll clear the way for another unit to enter—although
the rescued unit will have to sit out a turn. Nils will also be helpful for clearing
the way.

Defense

All the weapons in the world are useless if your unit keels over mid-
battle. Pick up some healing items while you're in town and distrib-
ute them to your team. Try to exchange Vulneraries for Elixirs when
you have the chance.



The Heal Staff recovers HP, but look
into a few Mend Staffs. They bestow
more HP on a unit, and grant the wield-
er a larger EP bonus. Grab at least two
Restore Staffs, and more if you can
spare the money.



Elixirs are expensive, so you'll need to
shop wisely. Give the Elixirs to elite,
fast-moving troops that tend to sepa-
rate from the rest of the group during
battle. Also give a set of Elixirs to each
of the Lords.



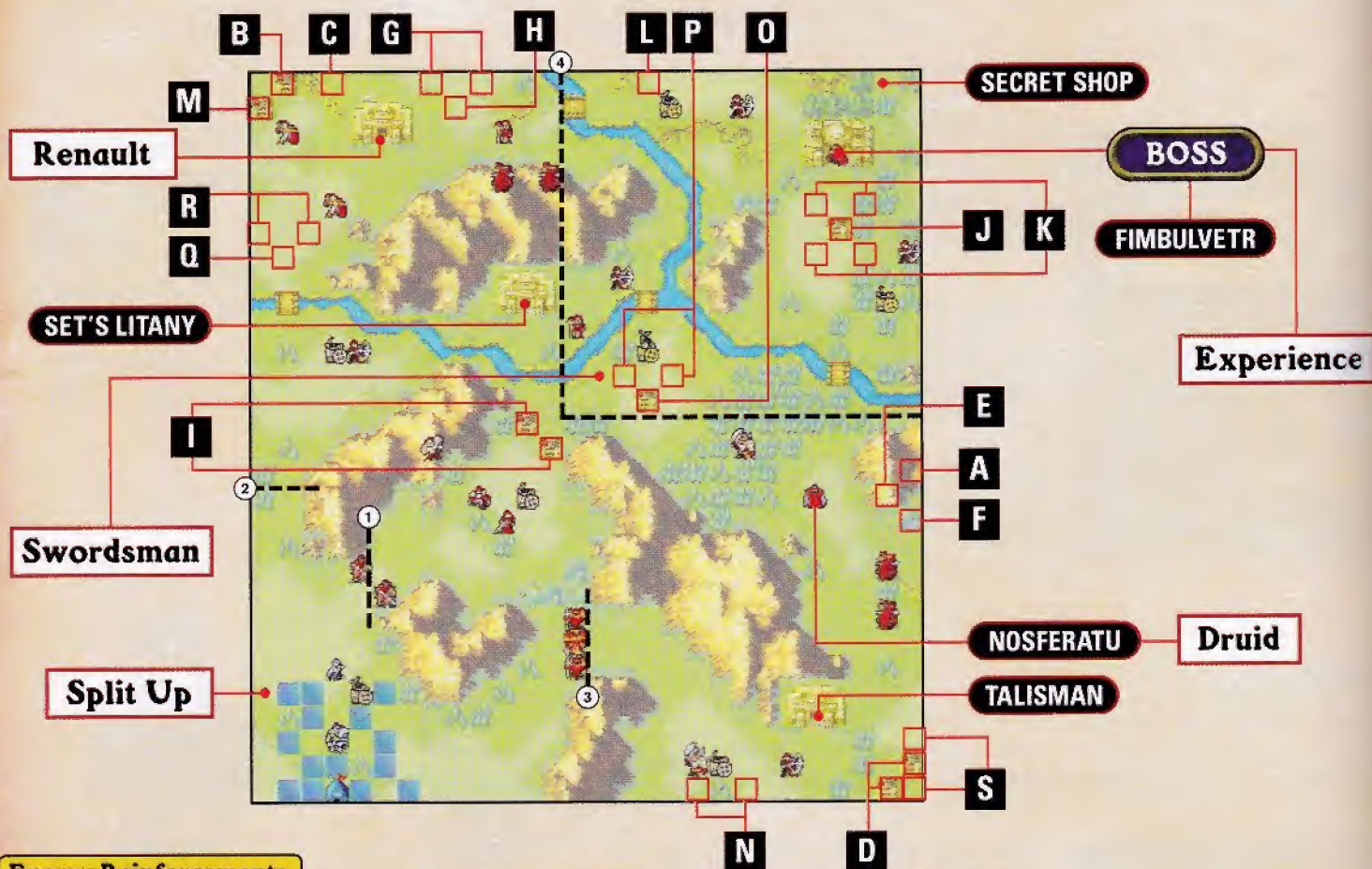
Victory or Death

Chapter 30

The Victory or Death battlefield is overrun with enemies—but don't let that worry you. If you've been leveling up your characters and using a good mix of classes, you'll have little trouble winning the day.

OBJECTIVE Seize the castle gate.

NEW MEMBER  **RENAULT**
Level 16 Bishop



Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
6, 7	A	Brigand	2	16
8, 9	B	Falcoknight	4	10
9, 10	D	Brigand	2	16
9, 10	D	Nmd Trooper	4	8
11, 12	E	Wyvern Rider	2	16
11, 12	F	Wyvern Lord	2	8
11, 12	G	Wyvern Rider	2	16
11, 12	H	Cavalier	4	16
11, 12	I	Paladin	2	8
15, 16	J	Cavalier	2	16
15, 16	K	General	2	8
15, 16	L	Knight	8	16
25-35	B	Falcoknight	22	10

TURNS	PLACE	CLASS	TOTAL	LEVEL
25-35	C	Falcoknight	22	10
25-35	M	Falcoknight	22	10
25-35	D	Nmd Trooper	44	8
25-35	I	Cavalier	44	16
25-35	N	Wyvern Rider	44	16
*	O	Paladin	1	8
*	P	Cavalier	2	16
**	Q	Warrior	1	8
**	R	Brigand	2	16
***	S	Nmd Trooper	2	8
****	J	General	1	8
****	K	Knight	4	16

SECRET SHOP

Earth Seal	20,000
Fell Contract	50,000
Ocean Seal	50,000
Physic Staff	3,750
Unlock Staff	1,500
Barrier Staff	2,250

*When you cross line ①

**When you cross line ②

***When you cross line ③

****When you cross line ④

RECOMMENDED MEMBERS

You'll face a hodgepodge of enemies during the chapter, so there's no one type of unit that's perfect—other than the Druid. Bring your strongest units, or those who need a little bit of experience to put them over the top.



DRUID



SNIPER



PALADIN



TROUBADOUR

Split Up

The best way to approach the map is to split your party into three teams. Have one team go up the middle while the others strike left and right. That way you'll be able to deal with all the enemies who pop up—including those who like to menace you from afar.



The right-hand route is filled with mountains and takes longer to navigate than the left or center. Dispatch units with high Movement rates. There are Ballistae in the area, so watch out if you bring flying units.

Renault

Renault is a Bishop who sought peace and quiet on the Dread Isle. Send a unit (it doesn't matter what kind) to the ruins in the northwest corner and have them chat up the Bishop—who will agree to join the fun.



Renault will run away at the end of the eleventh turn, so you'll need to get to the ruins quickly. Apparently he realizes that a place called the Dread Isle is a bad choice for a relaxing vacation.

Swordsman

The enemy Swordmaster near the center of the map has a very high Critical rate. Either dispatch a unit with high Defense to fight him, or attempt to take him out from a distance. Try to re-form the three sections of your party before challenging him.



If a Sniper is in the center group, he or she can use the Ballista to attack the Swordmaster. Wallace, Oswin and Eliwood can also deal with the pesky poker.

Druid

An enemy Druid in the southwest corner knows Eclipse. The spell has a low Hit rate, but it takes a ton of HP off any character it strikes. Send in Falcoknights or a speedy magic user to take out the evil sorcerer.



The Eclipse spell has a very long range, so the right-hand units must be especially careful. If you want, you can take out the Druid using a Ballista—but it will take a couple of turns to reach it.

Experience

Lots of enemy reinforcements will stream in as the battle rages. Most of them aren't notably difficult, so take the chance to have your weaker units gain some experience points. Once you defeat the boss, however, the reinforcements will stop.



The Falcoknights that emerge from the northwest corner are the weakest of all. Have a low-ranking unit take them out, but back him or her with a high-Defense unit that can perform a rescue if things get hairy.



BOSS: *Limstella*

CLASS	Sage
LEVEL	20
HP	68
WEAPON	Fimbulvetr Magic

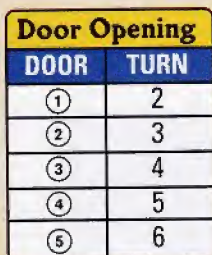


Limstella has high Defense and Resistance stats, but she'll fold like a card table against a Druid armed with Luna. Wait until there's a clear path to the boss, then move in for the fatal blow.

Chapter The final stage pits you against some old friends. Distribute the weapons that Athos gives you in the beginning of the chapter, then charge into battle. Magic will help, as will patience. Once all seven minibosses fall, heal and trade items so you're ready to take on Nergal.

Defeat the Dark Druid, Nergal (1st stage).
Defeat the Fire Dragon (2nd stage).

ATHOS
Level 20 Archsage



PLACE	CLASS	TOTAL	LEVEL
A	Dark Druid*	1	20
B	Sage*	1	18
C	Druid*	1	19
D	Druid**	1	17
E	Druid**	1	19
F	General**	3	10

*Appears when you defeat all enemies

**Appears the turn after you defeat all enemies



RECOMMENDED MEMBERS

Athos gives you weapons in the cinema scene, but he still has them in the Preparations screen. Give the Sol Katti to Lyn and the Armads to Hector. Leave a space in everyone's inventory so you can get the great gear that defeated enemies drop.



PALADIN



DRUID



SNIPER



TROUBADOUR

Uhai

Get out of Uhai's attack range to draw him out, then attack with melee units so he can't strike back. (Kenneth won't come out until you defeat Uhai.)

Brendan and Darin

Brendan and Darin have no long-range attacks. Take out Brendan first with magic, then use Hector and Hawkeye to eliminate Darin. Keep your units out of Darin's range until Brendan falls.

Ursula and Jerme

Use Gespenst against Ursula and Killer weapons against Jerme. They will emerge at the same time as the brothers, so get ready to split your forces.

Lloyd and Linus

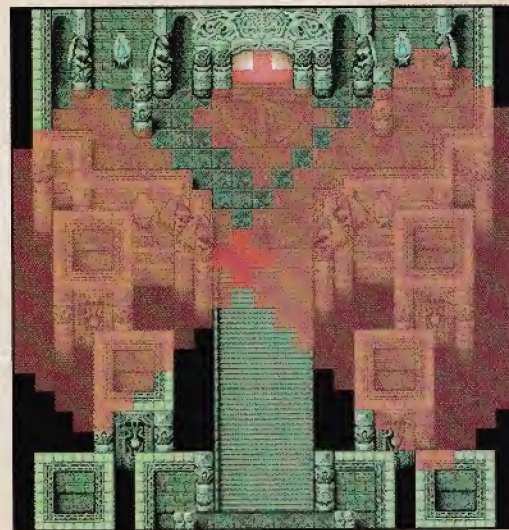
Lloyd and Linus are tough. Take out Lloyd first with magic, then work on Linus. If you have any charges left in the Sleep Staff, use it on Linus—it makes the battle much easier.

Kenneth

Kenneth will usually come after your troops once Uhai is defeated. Defeat Kenneth with Athos and any other units that have high Resistance.

In Range

There are magic users on either side of the room. Don't worry about attacking them—just stay out of range. None of the units move (including the Fire Dragon) so make sure that you end each turn out of range. Keep four squares away from the dragon.



BOSS: Nergal

CLASS	Dark Druid
LEVEL	20
HP	75
WEAPON	Ereshkigal Magic



Get close to Nergal, then move Athos in and have him cast Luna. When Nergal counterattacks, heal Athos with a Physic Staff, then attack again on the next turn. Keep everyone else back unless Nergal is very weak.

BOSS: Dragon

CLASS	Fire Dragon
LEVEL	20
HP	120
WEAPON	Flametongue



Eliwood's new sword, Durandal, was designed to slay dragons, and it's almost the only effective attack tool. Get Eliwood in front of the dragon, then give Physic Staves to two units who are out of the enemy's range. When Eliwood attacks and the dragon counters, heal Eliwood twice to restore all his HP. After your first attack, have Eliwood counterattack only, healing him on each turn. If he is at least level 8 or 9, you should win easily.



Unlockable Extras

Once you clear Eliwood's story, a number of fun options will be unlocked. Try them all—you've earned it!

Hard Mode

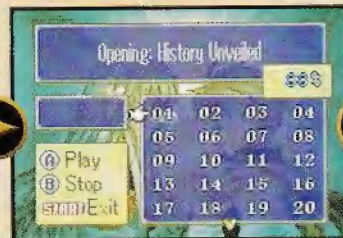
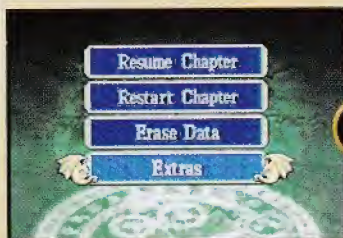
In addition to opening Hector's story, you will unlock Hard mode—extremely difficult versions of Lyn's and Eliwood's stories. You can also unlock the Hard mode for Hector's story, but you must first clear the story on Normal mode.



You must have a blank save file to start either Hector's story or a story in Hard mode. The designers weren't kidding around when they named it Hard mode, so only Fire Emblem masters need apply.

Sound Room

The Sound Room contains all the music in the game. To listen to a tune, select a number (names will appear at the top of the screen) and press the A Button. You must complete every mission in the game to unlock all 98 songs, although you can access the Sound Room without a 100% completion rate.



The Fire Emblem Theme is a popular cell phone ring in Japan, and now you can listen to it for yourself and see why! If you want to look at the cinema-scene shots without all the menus, press the R Button.

Support Conversation

Relive the best oratory of Fire Emblem by selecting Support Conversation. When you do, you'll see a menu that shows each character's Support levels, and be able to watch the Support Conversations. You must have used the Support command with a pair of characters to view their conversation.



Choose the first character you want to see, then select the supporting character from the menu.



The conversation will be exactly as it was in the game. Neat, huh?!

Battle History

Finally, you can check out your skills as a commander by selecting Battle History. It will give you a star ranking of one to five stars in five categories: Tactics, Survival, Funds, Experience and Combat. You can view your overall score for any story that you've completed, including the Hard mode (if applicable).



Head for the Battle History menu and press the A Button to open up the goodies.



If you've done well, the Lords will hail your cunning. If you've done poorly... woe to you.

Hector's Story




Another Journey

Chapter 11

Hector's first chapter starts out slowly, but don't be lulled into complacency. If you jumped right into Hector's story after Eliwood's, you're probably used to the Lord being an unstoppable Knight-slaying machine. Tread carefully until you gain some EP.

OBJECTIVE Defeat the enemy Knight, Wire.

NEW MEMBERS  **HECTOR**
Level 1 Lord

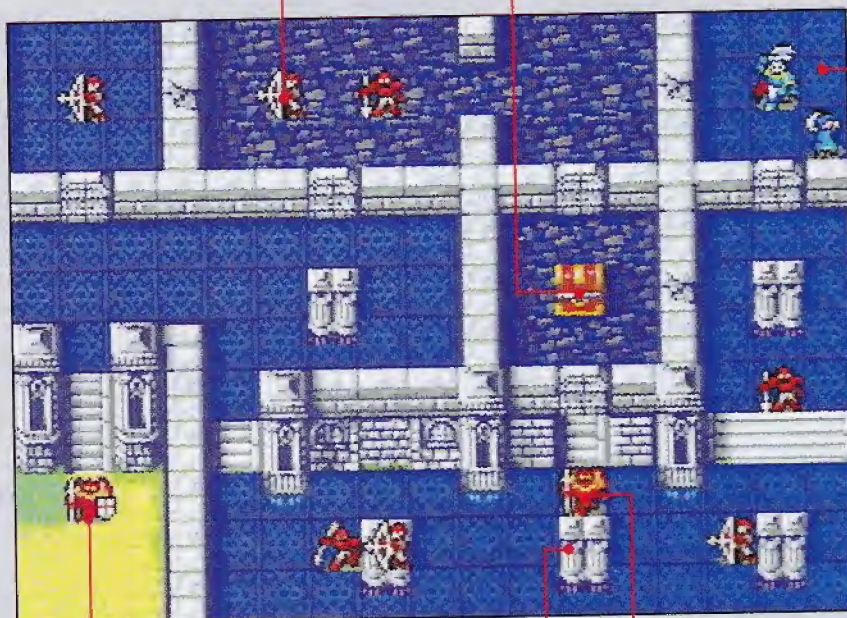
 **MATTHEW**
Level 2 Thief

Heal It Up

The only way to heal yourself is with Vulneraries. Hector and Matthew each start out with three, and you can find more by slaying enemies in the level—so don't be stingy with them.

VULNERARY

RED GEM



BOSS

VULNERARY

Dividing Lines



Split up the experience points as best you can. Have Matthew take on the Archers while Hector attacks everyone else. While Matthew can open doors, you can get most everywhere by breaking walls. Use the Iron Sword and Hand Axe for that purpose so Matthew can keep his Lockpicks.



BOSS: Wire

CLASS Knight
LEVEL 7
HP 25
WEAPON Iron Lance

Wire is tough, but nothing that Hector's Wolf Beil can't handle. Make sure that your HP is full before taking on the boss.

Pillar of Excellence

Pillars provide an excellent place to fight—you receive a Defense bonus for standing on them. Try to take the space so your enemies don't run there instead.

Chapter 12

Birds of a Feather

Birds of a Feather is the first of many instances in which you will fight on a map that you saw in Eliwood's story. Enemy placement and behavior are different, however, so approach it like a new battlefield to avoid trouble.

OBJECTIVE Defeat all enemy units.

NEW MEMBERS



OSWIN
Level 9 Knight



LOWEN
Level 2 Cavalier



SERRA
Level 1 Cleric



REBECCA
Level 1 Archer



ELIWOOD
Level 1 Lord



BARTRE
Level 2 Fighter



MARCUS
Level 1 Paladin



DORCAS
Level 3 Fighter

The Big Boss

Zagan will start moving south on the first turn. Although Hector, Matthew and Oswin are close to him, let him walk, then have Eliwood's troops deal with him.



BOSS: Zagan

CLASS Fighter

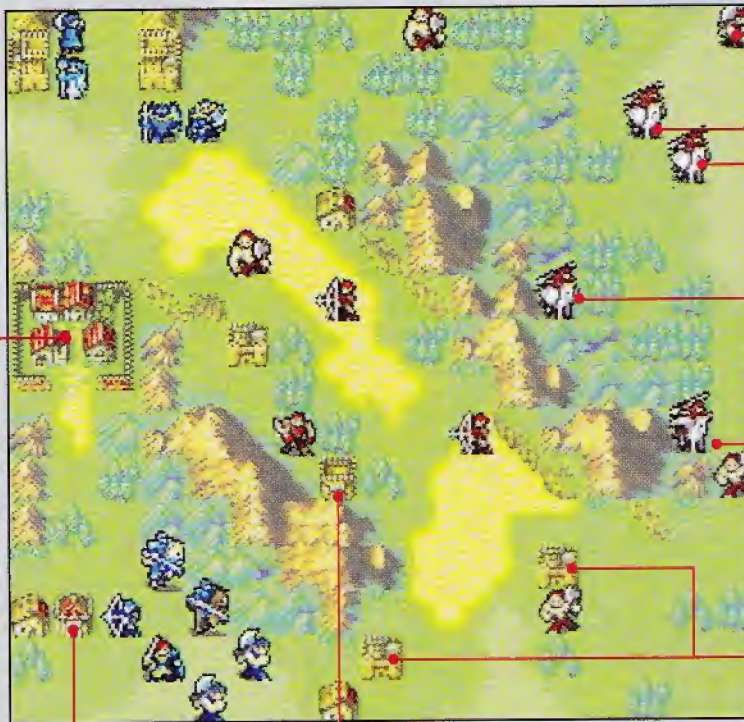
LEVEL 9

HP 32

WEAPON Steel Axe

Zagan has a lot of HP, and even Eliwood's Rapier doesn't do a lot of damage. Try to surround him with troops or have Eliwood and Marcus take him on from the fortresses.

SECRET BOOK



BOSS

New Enemies

You went through the Birds of a Feather chapter with Eliwood, but it's different in Hector's story. A few turns in, Peg Knights will appear from the eastern side of the map. If Rebecca is in the area, she can take them out, but keep other low-Defense units—especially Serra—out of range.

Fortified

Have Eliwood's troops take up positions in the fortresses and attack approaching enemies. It's a great way to take out Zagan, who is pretty tough for a lower-level boss.

VENDOR

Vulnerary (3) 300

ARMORY

Iron Sword 460

Iron Lance 360

Iron Axe 270

Iron Bow 540

VENDOR

Armory

If Matthew got the Red Gem in the previous chapter, have him sell it at the Armory and then buy weapons for Eliwood and Hector. That way they won't use up the Rapier and Wolf Beil on low-level enemies.

Chapter 13

In Search of Truth

Peg Knights will cause you trouble here, so check their movement rates before every turn. If you want Guy on your team, you'll have to have Matthew speak to him—so get the Thief south ASAP and protect him from enemy Archers.

OBJECTIVE Seize the castle gate.

NEW MEMBERS  **GUY**
Level 3 Myrmidon

NOTES Visit the northwest village to unlock a side quest.

Talk It Up

Visit the village in the northwest corner of the screen to trigger a side quest. Also, clumsy Merlinus dropped a Torch on the way out of town, so pick it up before you go. Watch out for the Peg Knight in the south.

Peg o' My Heart

Hector seems to attract Peg Knights by the barrelful. Keep Rebecca handy to attack the flying horses, and have a high-Defense unit like Oswin ready to rescue her.

ARMORY

Iron Sword	460
Javelin	400
Hand Axe	300
Iron Bow	540

VENDOR

Vulnerable (3)	300
Heal Staff	600



BOSS: Boies

CLASS	Knight
LEVEL	13
HP	27
WEAPON	Steel Lance

The Wolf Beil is your weapon of choice against Boies. Dorcas and Bartre can help out by throwing Hand Axes from a distance.

TORCH

VENDOR

MINE

ARMORY

BOSS

D

A

B

C

Running to Stand Still

Matthew will still need to speak to Guy if you want him on your team, but the Myrmidon moves around a lot. Try to lure him to your side before talking to him—keep Matthew out of range on Guy's turn, or the Thief may get cut down.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Brigand	2	2
5, 6	B	Soldier	2	2
5, 6	C	Archer	2	2
7, 8	D	Peg Knight	2	6

Chapter 13x

The Peddler Merlinus

Protecting Merlinus seems straight-

forward, but the darkness can tie your team in

knots. Provide Torches to Matthew, stand in front of the bridges and get ready to hold your ground. You have only seven turns, so feel free to ignore the boss if you like.

OBJECTIVE

Protect Merlinus for seven turns.

REQUIREMENTS

Speak to Merlinus during Chapter 13, then accept the side quest.

NEW MEMBER

**MERLINUS**

Level 5 Transporter

BOSS: *Puzon***CLASS** Mercenary**LEVEL** 10**HP** 26**WEAPON** Steel Sword

Puzon has high Speed and Attack stats, but he can't strike from a long distance. Launch arrows and Javelins to weaken him, then have Marcus finish off the boss with a Silver Lance.

5,000 Gold

Who wants money? Everyone, which is why you need to send someone to the financially generous villagers in the northeast corner of the map. Lowen covers a lot of ground, so he's a good choice for the mission.

BOSS

Old Flames

Items		2/3
Iron sword	4/6	4/6
Iron lance	4/5	4/5
Torch	5/7	5
Equipment		1/1
Shield	1/2	2
Hit	101	17

Torches will help you see the surrounding area. A Thief with a Torch will let you see the most ground, but the Torch will help no matter what unit fires it up.

Save Me!

If you want to keep Merlinus safe and sound, rescue him with Oswin or Hector and carry the hapless merchant into battle. Doing so will drop your Skill and Speed ratings, however, so you may want to leave the Transporter where he is and just dispatch a guard.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2, 5	A	Nomad	1	2
2, 5	B	Myrmidon	1	3
3, 4	C	Brigand	2	3
3, 4	D	Nomad	2	2

Wigglers

Chapter 14

The battlefield is full of Cavaliers.

Move most of your units to the middle of the map and let them come to you, then take them out one by one. Get to Priscilla quickly—Brigands attack her village on the ninth turn.

OBJECTIVE

Defeat all enemy units.

NEW MEMBERS



ERK
Level 1 Mage



PRISCILLA
Level 3 Troubadour

RECOMMENDED MEMBERS



SERRA
(Talk to Erk)



FIGHTER



MYRMIDON



ARCHER



BOSS: Erik

CLASS

Cavalier

LEVEL

14

HP

28

WEAPON

Silver Lance

Erik will move east as soon as you enter his range. Have Hector waiting in the woods to hit him, then finish off the prince with your surrounding units.

Lurk with Erk



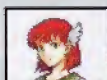
Send Hector and Serra to the village in the north so the Cleric can speak to Erk. If you are delayed and the Mage is injured, Hector can rescue him—even if he's still not a member of the party.

IRON BLADE

A

SILVER LANCE

BOSS



PRISCILLA

VENDOR

ARMORY

B

C

D

VENDOR

Vulnerable (3)	300
Heal Staff	600
Fire Magic	560

ARMORY

Iron Sword	460
Iron Lance	360
Iron Axe	270
Iron Bow	540

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
1, 2	A	Brigand	2	3
1, 2	B	Pirate	2	3
4	C	Peg Knight	1	6
4	D	Peg Knight	1	6

Fly, My Pretties!

Peg Knights emerge from the water-based fortresses after the fourth turn, and they'll head straight for Merlinus (if he's on your team). Have an Archer and a Fighter waiting at the tent to take out the flyers.

Talons Alight

Chapter 15

Talons Alight is fairly easy, but watch for the boss—he has a three-square range and can deal the damage to an unprepared unit. Once you take him out, reinforcements will cease to appear.

OBJECTIVE Defend the throne for 7 turns.

NEW MEMBERS None

RECOMMENDED MEMBERS



KNIGHT



FIGHTER



THIEF



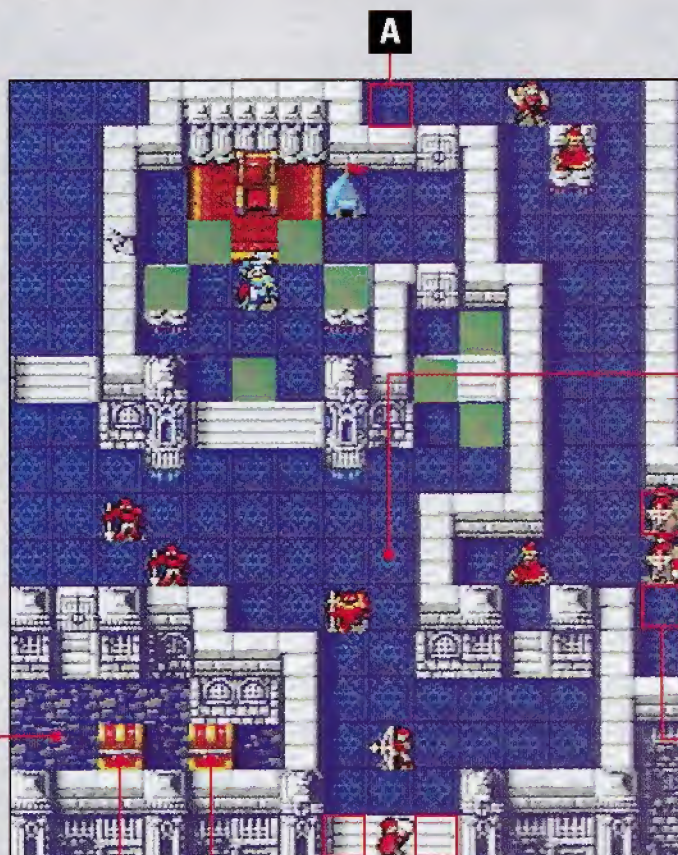
PALADIN

Open-Door Policies

On the second turn, a Mercenary and a Mage will enter the throne room through the back door. Have Erk and either Oswin or Lowen ready to defend the precious chair.

Wait for It

Have Matthew collect the goodies in the chests, but only after you've eliminated the two soldiers guarding the door. If an enemy Thief gets to the chests first, use Matthew to steal one piece of treasure, then eliminate the enemy Thief to claim the other.



Fight Back

Send Marcus to this spot and equip a Javelin. When Sealen attacks, Marcus will counterattack and take off a good chunk of his health. He can then finish him off in the following turn.

BOSS

STEEL BOW

D

SILVER AXE

MEND STAFF

B

C

Sir Lance-a-lot

Strong sword-users emerge from the south end of the map. Give Oswin a lance and let him stand guard, mowing down the units as soon as they appear.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3	A	Fighter	1	4
3, 4	B	Myrmidon	2	4
3, 4	C	Mercenary	2	4
5-7	D	Cavalier	6	4

BOSS: Sealen

CLASS	Nomad
LEVEL	15
HP	26
WEAPON	Long Bow, Steel Bow

If you don't use the Marcus strategy above, try to distract Sealen with a high-Defense unit while a fast character slips around his rear.

Noble Lady of Caelin

Chapter 16

Old friends meet under different circumstances your second time through Noble Lady of Caelin, where lance and sword users will both serve you well. Ballistae surround the boss's castle, so keep Florina far away.

OBJECTIVE

Seize the castle gate.

NEW MEMBERS



LYN
Level 4 Lord



FLORINA
Level 3 Peg Knight



SAIN
Level 4 Cavalier



WIL
Level 4 Archer



KENT
Level 5 Cavalier

RECOMMENDED MEMBERS



TROUBADOUR



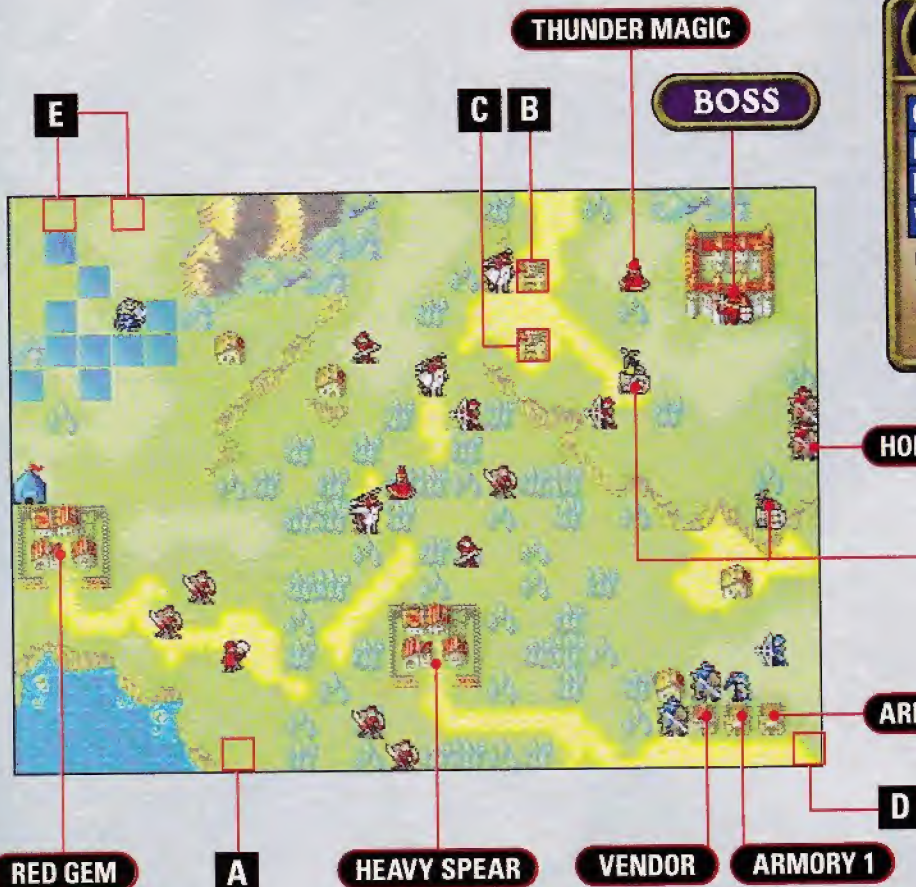
FIGHTER



MYRMIDON



ARCHER



HORSESLAYER

That's a Big Arrow

The easiest way to take out a Ballista is to eliminate all the enemy Archers. They are a fair distance away, however, so you may have to ride out the storm. At least each one has only five shots.

ARMORY 2

VENDOR

Vulnerary (3)	300
Door Key	50
Heal Staff	600
Fire Magic	560

Down South

A couple of Brigands emerge from the south, threatening both the villages and Merlinus's tent. Send a sword user (Guy is a good choice) to take out the trash.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Brigand	2	3
5, 6	B	Mercenary	2	4
5, 6	C	Cavalier	2	4
6	D	Brigand	1	4
10-13	E	Cavalier	8	5

ARMORY 1

Slim Sword	480
Iron Sword	460
Steel Sword	600
Iron Axe	270
Steel Axe	360
Hand Axe	300

ARMORY 2

Slim Lance	450
Iron Lance	360
Steel Lance	480
Javelin	400
Iron Bow	540
Steel Bow	720

Chapter 17

Whereabouts Unknown

Chapter 17 is a dangerous place for Peg Knights—it's full of Archers and Nomads. Bring units with high Defense and Movement ratings, and don't forget to take out the enemy Thief before he boosts all the treasure in the joint.

OBJECTIVE Seize the throne.

NEW MEMBERS



RAVEN

Level 5 Mercenary



LUCIUS

Level 3 Monk



MERLINUS*

Level 5 Transporter

NOTES

Save the life of at least one Caelin soldier to trigger a side quest.

RECOMMENDED MEMBERS



PRISCILLA

(Talk to Raven)



CAVALIER



MAGE



THIEF

*If he's not already in the party



BOSS: Bernard

CLASS	General
LEVEL	1
HP	29
WEAPON	Steel Axe, Javelin

If Bernard is wielding the Steel Axe, attack him with a Rapier or Mani Katti. If he has the Javelin, take him out with the Wolf Beil. Don't let lower-level units anywhere near him.

A New Two in the Crew

In Eliwood's story, Raven stayed in one place; in Hector's story, he will come to you. Check his possible movement each turn to make sure that he won't attack one of your units and get killed by a counterattack. Once he's in range, have Priscilla speak to him, then send Raven to speak with Lucius (in the jail).

Save the Soldiers

If all three Caelin soldiers survive, you'll get a Red Gem. If two survive, you'll earn a Light Rune. And if only one makes it, you'll end up with a Mine. At least one of the green fighters must live through the battle to trigger the side quest.

KNIGHT CREST

SILVER SWORD

BOSS

DOOR KEY

HAMMER

A

DOOR KEY

HERO CREST

UNLOCK STAFF

B

C

CHEST KEY

Back, Fiends!

The Cavaliers and Nomads that appear in the southwest corner will make straight for Merlinus. Set Oswin down in the hallway to fight the rabble, and have another unit ready to supply backup, if needed.

Band on the Run

Use your slower units to knock out the first wave of enemies, then move the faster units toward the middle of the map. You must make haste to reach Raven and the escaping soldiers.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
6	A	Thief	1	8
8-10	B	Cavalier	3	5
8-10	C	Nomad	3	5
9-12	A	Shaman	4	5

The Port of Badon

Chapter 17x

The Port of Badon is much the same as before, except that your Black Fang foe, Damian, is a lot less patient on this go-around. Break out the heavy weapons to take him down—but don't attack Fargus's right-hand man, Dart.

OBJECTIVE Speak to Fargus.

REQUIREMENTS Save the life of at least one Caelin Soldier in Chapter 16, then accept the side quest.

NEW MEMBER  **CANAS**
Level 8 Shaman

RECOMMENDED MEMBERS  **TROUBADOUR**  **CAVALIER**  **ARCHER**  **MERCENARY**

VENDOR

Heal Staff	600
Mend Staff	1,000
Fire Magic	560
Thunder Magic	700
Lightning Magic	630

LANCEREAYER

SLEEP STAFF

SHORT BOW

CANAS

VENDOR

Arena

If you want to train your troops, now is a great time. Make sure that you have some gold available to start the process—your first arena visit will require around 700 gold, but after that it should be self-financing.

BOSS

A

B

C

D

DEVIL AXE

Ambush

The best places to meet enemies are the narrow alleys between houses. Station units with high Defense at the entrances, then back them with magic users or Archers and take out your foes one by one.

I Walk the Line

Once you cross the dotted line shown on the above map, Fargus's men will swarm your position. The fewer enemies you have, obviously, the easier the fight will be. Try to draw a few of them out before you cross the line.

BOSS: Damian

CLASS	Paladin
LEVEL	5
HP	34
WEAPON	Steel Sword, Steel Lance

Damian will approach you immediately, so be ready. Give Marcus a Silver Lance and place him in front of the house where you get the Devil Axe, then back him with Erk. When the boss strikes, Marcus should be able to take him out. Have Oswin nearby with a Heavy Spear in case things get out of hand.

Enemy Reinforcements

TURN	PLACE	CLASS	NO.	LEVEL
2	A	Paladin	1	5
2	B	Troubadour	1	5
2	C	Nomad	1	5
2	D	Cavalier	1	5

Pirate Ship

Chapter 18

An enemy ship will approach from the south on the seventh turn. You can block in the units with Oswin or Marcus, then have Archers and magic users pick them off from a distance. Get the Magic Water from the eastern boat guard before fighting Zoldam.

OBJECTIVE Survive for 11 turns or eliminate Zoldam.

NEW MEMBERS None

RECOMMENDED MEMBERS



KNIGHT



THIEF



ARCHER



TROUBADOUR

Enemy Reinforcements

TURNS	PLACE	CLASS	NO.	LEVEL
3, 10	A	Myrmidon	1	4
3, 10	B	Mercenary	1	4
5	C	Shaman	1	6
5	D	Shaman	1	5
7*	E	Mercenary	2	5
7*	F	Shaman	1	6
7*	G	Myrmidon	1	5
9	H	Peg Knight	4	5
9	I	Peg Knight	1	4

*Appears during the enemy phase of the turn

Can You Spare A Dime?

Get Steel weapons for the units that can use them, but save some cash! The secret shop in Chapter 20 stocks a lot of great gear.

ARMORY

Iron Sword	460
Steel Sword	600
Steel Lance	480
Javelin	400
Steel Axe	360
Hand Axe	300
Iron Bow	540
Steel Bow	720

VENDOR

Vulnerary (3)	300
Door Key	50
Heal Staff	600
Mend Staff	1,000
Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

ARMORY

VENDOR

BOSS: Zoldam

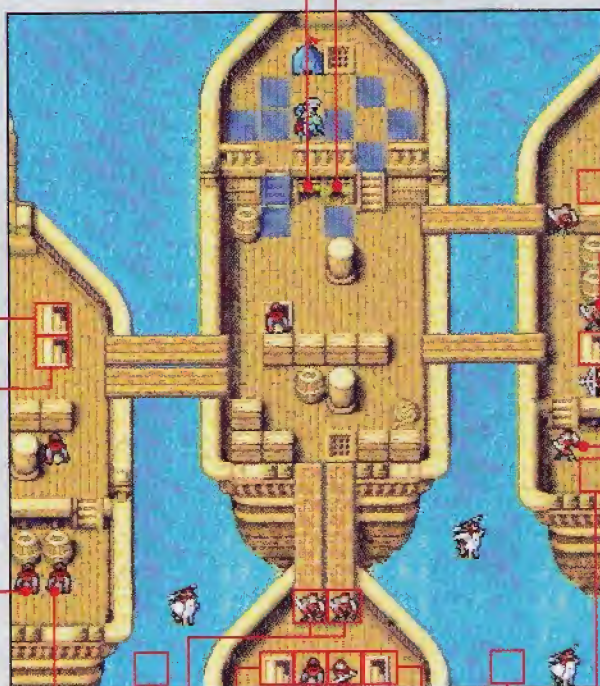
CLASS	Shaman
LEVEL	18
HP	28
WEAPON	Luna Magic

Zoldam hasn't changed from Eliwood's story—he's still a very dangerous man. If you want to fight him, give Pure Water to a unit with high HP and use your strongest weapon. (Hector with a Silver Lance is a good choice.) Don't take on the boss until you eliminate all other units.

GUIDING RING

Speedwings

Zoldam has a pair of Speedwings, but if you want them you'll have to take them. Give Matthew a drink of Pure Water, then have him run in and steal the gear. If Florina can rescue the Thief and get him out of Zoldam's range, so much the better.



A

LONGSWORD

B

RED GEM

PURE WATER

C

D

E

I

F

G

H

BOSS

You Pegged It

A host of Peg Knights will appear from the southern edge of the map and harass your units. Archers and axe users will be your best defense against the soaring ladies.

The Dread Isle

Chapter 19

It's hard to see through the fog, so bring a Thief equipped with Torches to clear the air. Fifteen turns doesn't seem like a lot, but it's plenty of time if you head south right away. Bring along Florina, but keep her out of the south where Archers lurk.

OBJECTIVE Defeat the Nomad Trooper, Uhai.

NEW MEMBERS



DART
Level 8 Pirate



FIORA
Level 7 Peg Knight

NOTES

Clear the chapter in 15 turns or fewer to unlock a side quest.

RECOMMENDED MEMBERS



FLORINA
(Talk to Fiora)



CAVALIER



THIEF



TROUBADOUR

Enemy Reinforcements

TURNS	PLACE	CLASS	NO.	LEVEL
3-5	A	Pirate	3	6
3-5	B	Peg Knight	3	6

Yakity Yakity

Florina and Fiora share the same job, and they're also old friends. Have your current Peg Knight talk to the new Peg Knight to receive a new party member. If you catch Fiora on the first turn, she won't advance south on her own.

Air It Out



Peg Knights from across the ocean will put a scare into your troops. Place an Archer on the shore and back her with Dart. That way, any Peg Knights that survive the arrows will meet their end on the blade.



NOSFERATU MAGIC

LONGBOW

TORCH

TORCH STAFF

BOSS

ORION'S BOLT

Torch Staff

An enemy Thief in the southwest corner is holding a Torch Staff. If you don't get to him quickly, he'll flee and leave you empty-handed. Send a Cavalier or a Paladin to eliminate the purloiner.



BOSS: Uhai

CLASS	Nomad Trooper
LEVEL	7
HP	33
WEAPON	Killing Edge, Longbow, Short Bow

Don't let Uhai use his Killing Edge! Attack him with arrows or magic until he fires back with a bow, then move in to finish him off with the Wolf Beil. Magic is also pretty effective, although Uhai will counterattack.

Chapter 19x

Imprisoner of Magic

To play the next side quest, you must do two very difficult things—defeat Kishuna in one turn in this chapter, and have built up Nils to level 7 in Lyn's story. Deploy your strongest units with their best weapons and hope that you get a little luck on your side.

OBJECTIVE Seize the gate.

REQUIREMENTS Clear Chapter 18 in 15 turns or less, then accept the side quest.

NOTES Get Nils to level 7 in Lyn's story and defeat Kishuna in one turn to unlock a side quest.

NEW MEMBERS None

RECOMMENDED MEMBERS



ARCHER



PEG KNIGHT



KNIGHT



PALADIN

Enemy Reinforcements

TURNS	PLACE	CLASS	NO.	LEVEL
3	A	Imprisoner (Kishuna)	1	1
3	B	Knight	2	15
3	C	Sniper	2	15
9-12	D	Mage	8	6

Axereaver Fever

The three Peg Knights at the north end of the map are holding Axereavers. Wait for them to fly east over the mountains, then take them down with Archers or an axe user.

Watch the Ramparts

Enemy Mages will appear at the point marked D. If you don't station a guard, they will attack Merlinus and burn down his tent. Use a Peg Knight to stop the carnage.

Magic No-Show



When Kishuna shows up, he will forbid magic in the large area shown in red on the map above. If you want to trigger the side quest, defeat the Imprisoner before the fifteenth turn or he will flee from your mighty forces.

BOSS

B
C A C
B



GODDESS ICON



BOSS: Aion

CLASS	Sage
LEVEL	4
HP	32
WEAPON	Bolting Magic, Thunder Magic

Aion is a magic-only kind of guy, so he's completely vulnerable while Kishuna is on the battlefield. Surround him with a number of long-range units and keep firing away—the squirrely Sage is very difficult to hit.

Learn to Be a One-Turn Wonder



Defeating Kishuna in a turn is no easy task. To do it, take out all his Morphs with the Wolf Beil and Hammer, then surround him on all sides. Use melee units with Silver and Killer weapons, then have other units launch long-range attacks. If you want to move in another melee unit, have the Peg Knight rescue someone to clear a spot.

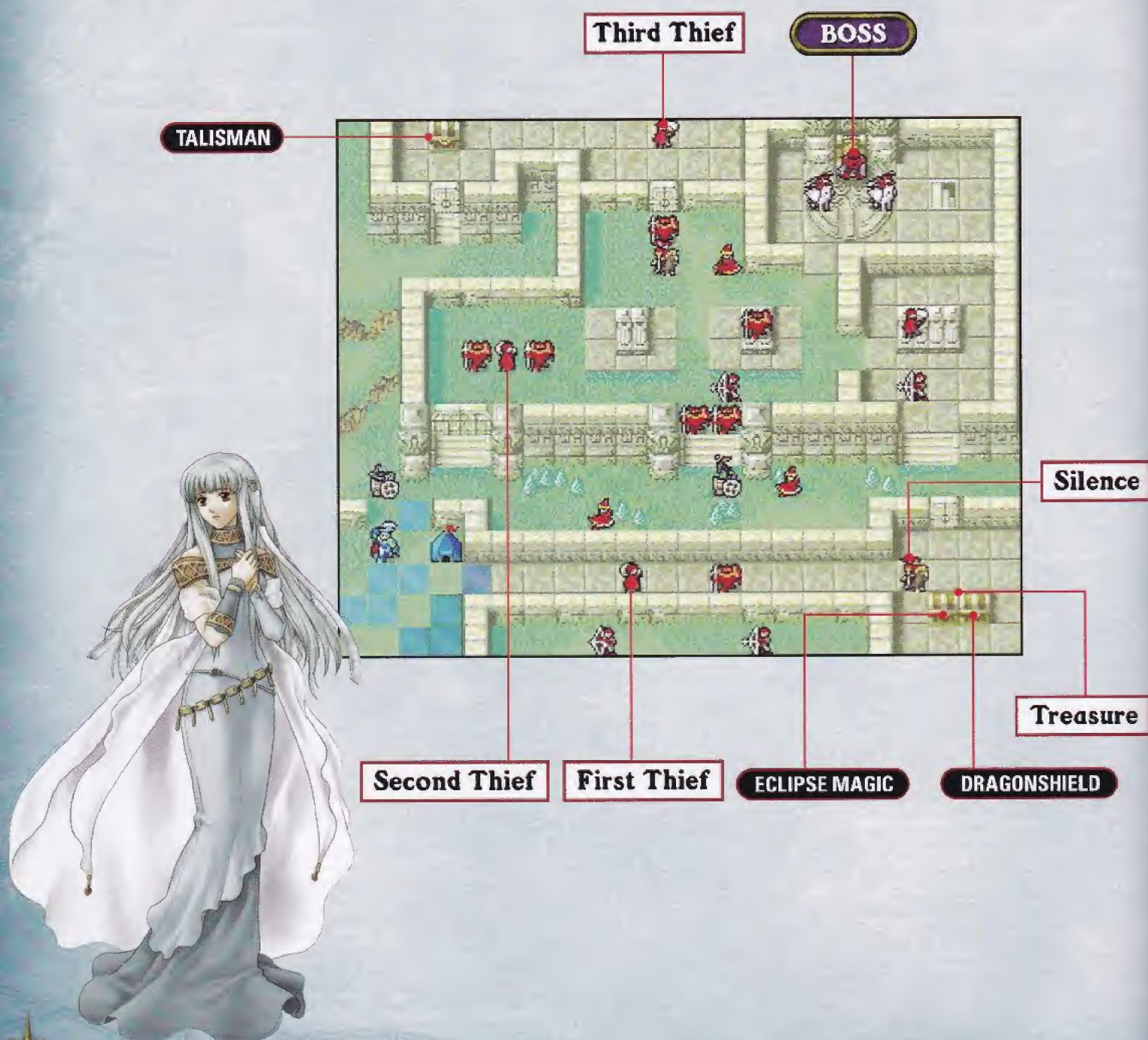
A Glimpse in Time

If you made it to A Glimpse in Time, congratulations! The chapter is difficult to find and, as you'll soon see, difficult to survive. Bring magic users, Knights, Paladins and a Thief, and don't forget to hand out Torches and Antitoxins—some of the enemies have poison weapons.

OBJECTIVE Seize the throne.

REQUIREMENTS Raise Nils to level 7 in Lyn's Story and defeat Kushina in a single turn in Chapter 19x.

NEW MEMBERS None



RECOMMENDED MEMBERS

Many of the chests are sought by enemy Thieves—bring a couple of fast-moving units to cut them off at the pass. You'll want a Thief of your own (with Torches) and someone to heal your units. Heavy units (like Knights) and Archers should round out the party.


THIEF

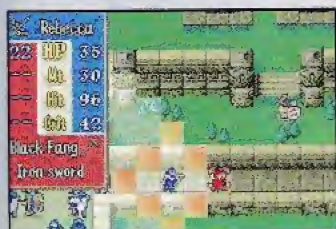
CAVALIER

SHAMAN

ARCHER

First Thief

The enemy Thief in the hallway to the right of your starting position will steal your items. Send a unit that doesn't have anything to lose and have him or her fight the foe. Remember, Thieves can't steal weapons.



The Thief will take anything not nailed down, but he isn't strong or otherwise dangerous. A Cavalier or Paladin can handle him easily.

Second Thief

A second Thief will open the closed door in the southern portion of the map. Not only will it let his friends attack you, but it will put him in prime position to steal your things—and no one wants that to happen. Well, except the Thief.



Give items to Merlinus so you won't have to worry about their being stolen. It's impossible to boost goods from the Transporter's tent.

Silence

There's an enemy Troubadour with a Silence Staff in the southeast corner of the map. Send in a unit with no magic skills (Peg Knights and Paladins work well) to dispatch the mounted mistress. A single blow will usually suffice.



The Troubadour is hard to spot until you're right on top of her. Send two units back-to-back—one to find the enemy and one to dispatch her.

Third Thief

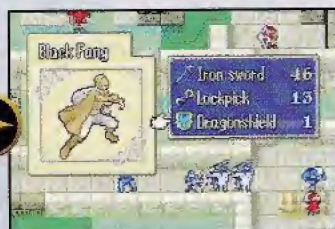
A third Thief is waiting behind the northernmost set of doors. Though there is a chest near him, you don't have to worry—for some reason, the third Thief will never open it. He will, however, rush out and steal from you as soon as the door is open, so take care.



If you are going to steal an item back from a Thief, you must have a Speed rating at least as high as his.

Treasure

An enemy Thief will take the treasure in the southeast chests unless you move very quickly. If you get there first, destroy the Thief and wait for Matthew to arrive. If the enemy beats you there, slay him and take any goods that he stole.



The enemy Thief will go for the Dragonshield first. If he gets only one item, you can take it from his corpse. If he gets two, you'll have to steal one of them back before you attack him.

BOSS: Teodor

CLASS	Druid
LEVEL	17
HP	30
WEAPON	Eclipse Magic, Nosferatu Magic



Teodor has very long-range magic, so beware. Send in Canas and a strong melee unit to take out the evil wizard. Luna is quite effective, but should be used in conjunction with a physical attack.

Dragon's Gate

Chapter 20

Legault doesn't waste any time running away, so make like a bakery truck and haul buns if you want to talk to him. Don't worry about the items he steals—you'll get them back when he joins the party. The best places to meet him are near points A and I on the map.

OBJECTIVE Seize the throne.

NEW MEMBERS  **LEGAULT**
Level 12 Thief

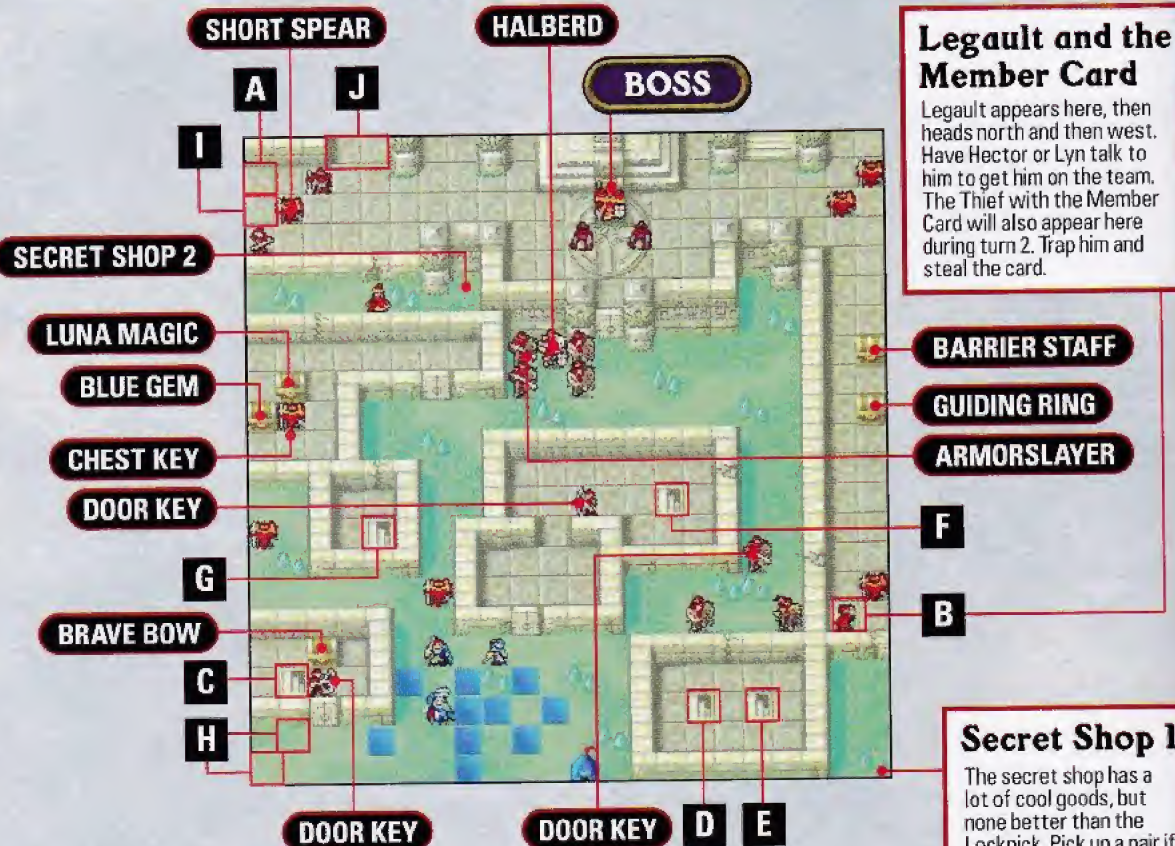
RECOMMENDED MEMBERS  **THIEF**  **CAVALIER**  **SHAMAN**  **TROUBADOUR**

SECRET SHOP 1

Killing Edge	1,300
Killer Lance	1,200
Killer Axe	1,000
Killer Bow	1,400
Elixir	3,000
Chest Key	1,500
Lockpick	1,200

SECRET SHOP 2

Iron Blade	980
Steel Blade	1,250
Silver Blade	1,800
Physic Staff	3,750
Unlock Staff	1,500



Legault and the Member Card

Legault appears here, then heads north and then west. Have Hector or Lyn talk to him to get him on the team. The Thief with the Member Card will also appear here during turn 2. Trap him and steal the card.

Secret Shop 1

The secret shop has a lot of cool goods, but none better than the Lockpick. Pick up a pair if you can afford them, or one if you're low on cash. The Physic Staff is also a great purchase, but you'll need big dollars for that one.

BOSS: Darin

CLASS	General
LEVEL	5
HP	34
WEAPON	Spear



Darin has a Spear, so the question of long- vs. short-range attacks is meaningless. Send in units with high Defense and HP and wallop the boss into submission. Axes work quite well.

Enemy Reinforcements


TURNS	PLACE	CLASS	TOTAL	LEVEL
2	A	Fighter	1	7
2	B	Thief	1	4
5	C	Archer	1	7
5, 6	D	Archer	2	7
5, 6	E	Fighter	2	7
5, 7	F	Mercenary	2	6
6, 8	F	Shaman	2	7
5-8	G	Mage	4	7
9-11	H	Peg Knight	6	7
20, 22, 24	A	Mage	3	7
20, 22, 24	I	Mage	3	7
21, 23, 25	J	Knight	6	7

New Resolve

Chapter 21

The chapter may be called New Resolve, but it's a familiar story. Ninian will make her long-awaited appearance as a member of the party, but a flock of Peg Knights will try to ruin the fun. If you bring Archers and Fighters, you can't go wrong.

OBJECTIVE Defeat the enemy Warrior, Oleg.

NEW MEMBERS  **NINIAN**
Level 1 Dancer

RECOMMENDED MEMBERS  **THIEF**  **ARCHER**  **FIGHTER**  **TROUBADOUR**

Torches for the Thief

You'll need a Thief to steal something precious from the boss, but give him a couple of Torches while you're at it. It helps to see what you're fighting.

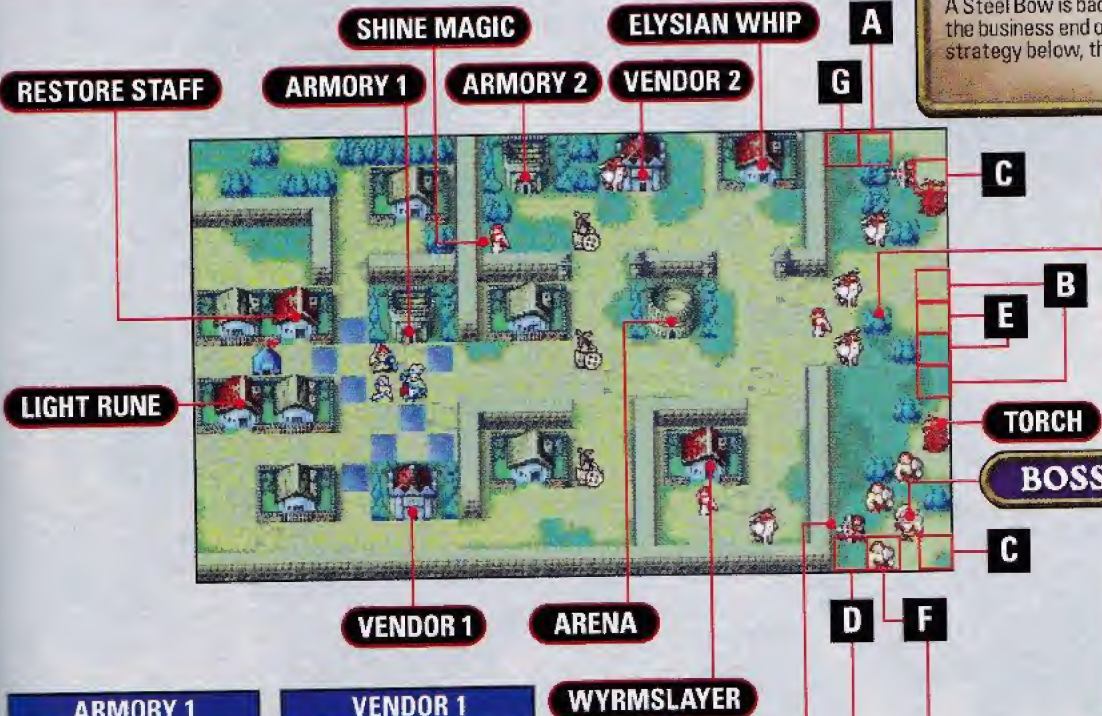
Poison Ivy

Some enemies have poison weapons. You can use an Antitoxin or a Restore Staff to cure the problem, or wait a few turns until the poison runs its course.

BOSS: Oleg

CLASS Warrior
LEVEL 5
HP 42
WEAPON Killer Axe, Steel Bow

A Steel Bow is bad enough, but you don't want to be on the business end of a Killer Axe. Lure Oleg out with the strategy below, then pounce with multiple units.



Bow Me Over

If a unit waits on this spot, Oleg will come forward and attack with the Steel Bow, which frees up melee units to rush in and finish him off. Make sure the bait is a unit with a high Defense or Avoid stat.

Hero Crest

Oleg is carrying around a Hero Crest for no particular reason. If you eliminate him, you'll never get it—a Thief must take it while Oleg is still breathing.

ARMORY 1	
Iron Sword	460
Iron Lance	360
Javelin	400
Iron Axe	270
Hand Axe	300
Iron Bow	540

VENDOR 1	
Heal Staff	600
Mend Staff	1,000
Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

ARMORY 2	
Steel Sword	600
Steel Lance	480
Steel Axe	360
Steel Bow	720

VENDOR 2	
Vulnerable (3)	300
Door Key	50
Pure Water (3)	900
Antitoxin (3)	450

WYRMSLAYER

ANTITOXIN

Fly by Knight

Peg Knights will pour in from the southeast corner of the map. If you bring a pair of Archers, they can man the Ballistae and shoot down the winged ones before they get off the ground.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
4	A	Brigand	1	9
5	B	Monk	2	6
6, 8	C	Wyvern Rider	4	5
7, 8	A	Peg Knight	2	6
7, 8	D	Peg Knight	2	6
7, 10	E	Knight	4	7
11, 12	F	Peg Knight	2	6
11, 12	G	Peg Knight	2	6

Kinship's Bond

Chapter 22

Poor Nils is down for the count, and it's up to you to save him. It's better to send units away from Nils than to cluster around him, so move to the middle and hold your ground. You need last only 11 turns to complete the chapter.

OBJECTIVE

Protect Nils for 11 turns or defeat Eubans.

NEW MEMBERS



ISADORA
Level 1 Paladin



HEATH
Level 7 Wyvern Rider



RATH
Level 8 Nomad

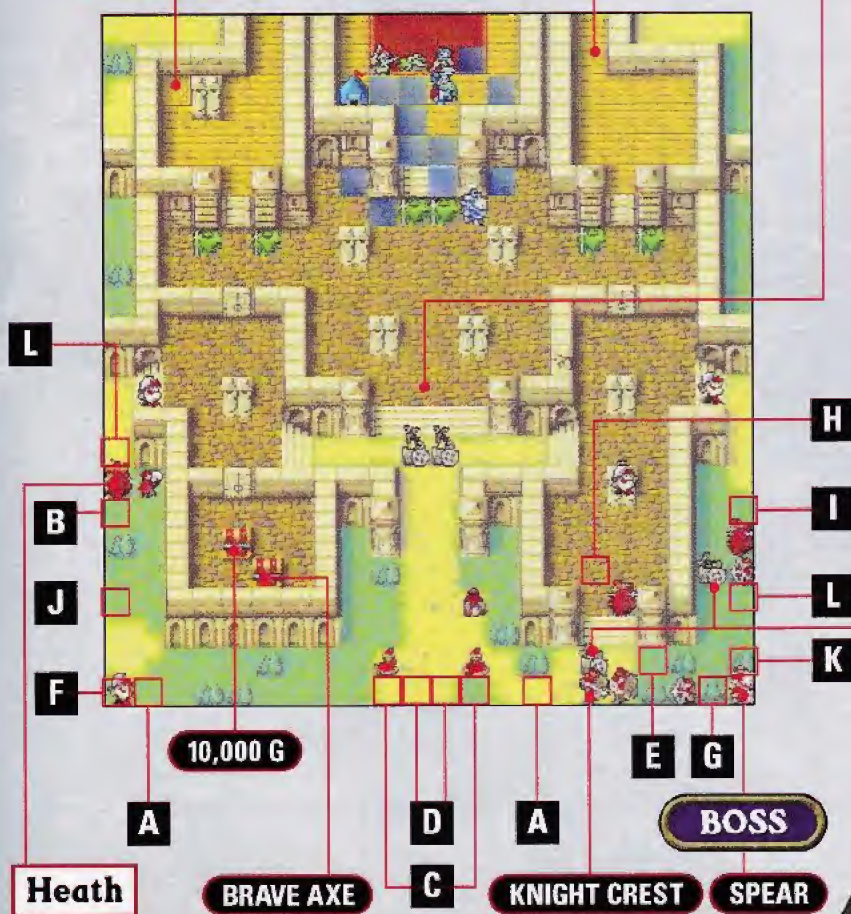
SECRET SHOP

Rath

Hold the Center

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3	A	Fighter	2	8
4	B	Cavalier	1	7
4	C	Monk	2	8
4	D	Knight	2	7
4	E	Nomad	1	7
5, 9	F	Wyvern Rider	1	7
5, 9	G	Wyvern Rider	1	6
5	H	Fighter	1	8
5	I	Archer	1	8
8	B	Cavalier	1	7
8	E	Nomad	1	7
8	J	Wyvern Rider	1	6
8	K	Wyvern Rider	1	7
8, 9	L	Mage	4	8



Ballistae



SECRET SHOP

Elixir (3)	3,000
Chest Key	1,500
Lockpick	1,200
Physic Staff	3,750
Torch Staff	1,000
Unlock Staff	1,500
Barrier Staff	2,250

RECOMMENDED MEMBERS

When you need to cover a lot of ground quickly, Paladins are the way to go. Bring a Thief to open the chests and a Shaman to take out everyone who gets in the way. There are lots of flying units on the map—Archers are welcome.


THIEF

PALADIN

SHAMAN

TROUBADOUR

Don't Fear the Reaver

Most of the enemy units are carrying Reaver weapons that reverse the weapon triangle. It can be a bit confusing at first and leave you at a disadvantage, so check out your enemy's equipped item before you charge into battle.



The old switcheroo! Don't worry about Reaver weapons. Just substitute your normal attack weapon for the opposite one—you'll be fine. Or you can take everyone down with magic.

Rath

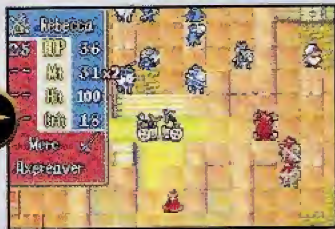
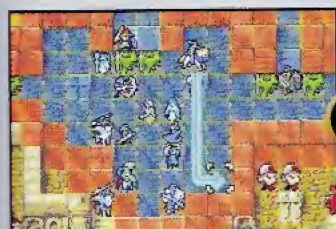
During the second turn, Lyn's old buddy Rath will make a dramatic entrance from the northeast corner of the room. Have her waiting there so she can talk to him and persuade him to leave behind the life of a wandering mercenary.



If you don't talk to Rath, he'll ride south and probably get himself hurt. Do everyone a favor and speak to him—he's a great unit to have.

Hold the Center

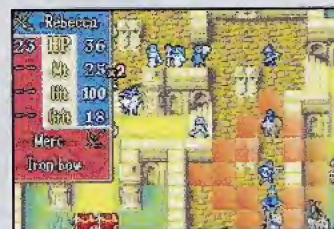
The secret to clearing Kinship's Bond is to take and hold the center of the map. Once you do, all units will have to come through your troops to get to Nils. Place high-Defense units at any entrance to slow down enemies, then back them with magic users.



Once the center is yours, rain pain down on your enemies with the two Ballistae in the center of the room.

Ballistae

The Ballistae on the eastern edge of the map present a problem. You can either keep all your troops out of range until the battle is over, or dispatch a couple of units to deal with them. It's a full-time job—there are a lot of Archers in the area.



If you want to attack the Ballistae, bring a Paladin, a Shaman and an Archer. Once you free up a Ballista, have the Archer drive it to the center of the map.

Heath

Heath is just itching to join your party, but you'll need to plan ahead. Station the unit who will speak with him outside of the Wyvern Rider's range, then rush in on your turn and talk. Try to meet Heath near the center of the room.



Heath will speak to any of the Lords and also to Ninian. Hector is as good a choice as any.


BOSS: Eubans

CLASS	Paladin
LEVEL	6
HP	38
WEAPON	Spear



Eubans believes in old-fashioned combat—none of this Reaver stuff for him. Send in Hector to cleave him in twain with the Wolf Beil. Dart is also a good choice if you've been using him regularly.

Living Legend

Chapter 23

It's slow going in the desert, as the shifting sands drop the Movement stats of all but flying units—and really limit those on horseback. There's lots of buried treasure here, but it's hard to get it all. Concentrate on the goodies you want the most.

OBJECTIVE Defeat all enemy units & protect Pent.

NEW MEMBER



HAWKEYE
Level 4 Berserker

NOTES

Get Hawkeye on your team and earn 700 or more EP to unlock a side quest.

RECOMMENDED MEMBERS



PEG KNIGHT



MAGE



CLERIC



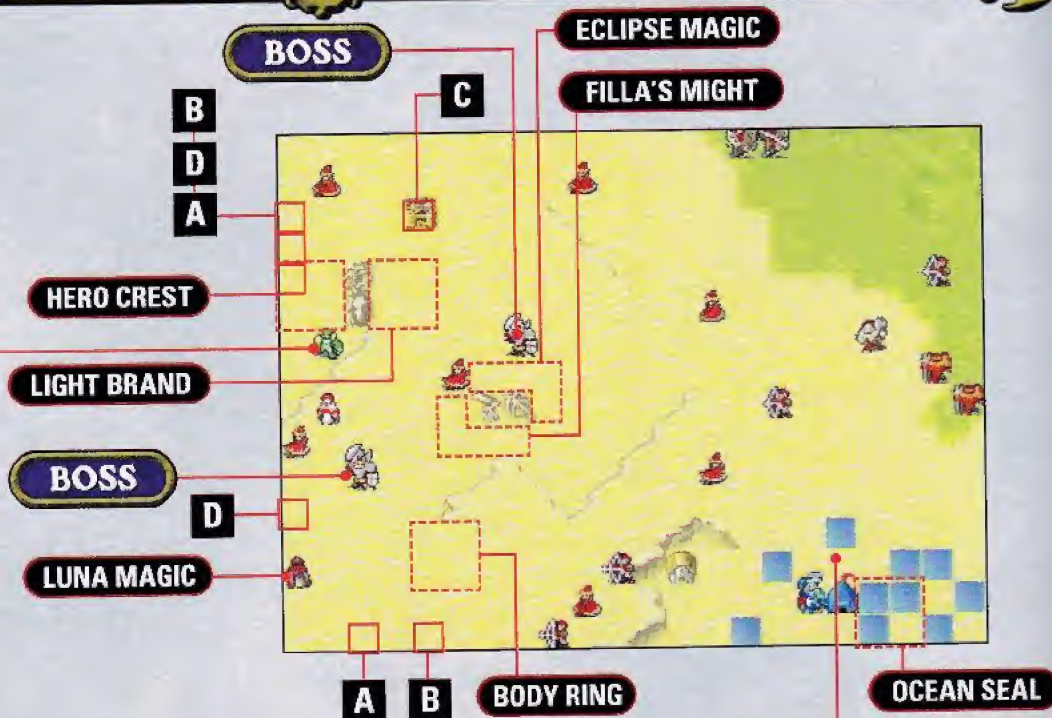
THIEF

Guiding Ring

Jasmine has a Guiding Ring, but it's tough to get close enough to take it. Wait until he has a Hand Axe equipped, then rush in and take the ring. If you wait until he's weakened, you can finish him off on the same turn and keep your Thief out of mortal peril.

Pent the Gent

Get a flying unit to Pent as fast as possible, or he'll smite all the enemies and take the EP for himself—which prevents you from earning the side quest. A Peg Knight can avoid the Archers and reach Pent in three turns.



Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3	A	Wyvern Rider	2	9
5	B	Wyvern Rider	2	9
5, 6	C	Mage	2	9
7, 8	D	Shaman	4	9

Buried Goodness

To find the treasure, have a Thief or a unit with high Luck walk around the areas marked with dotted lines on the map. Once you find the item, move on to the next one. The items are rare, so leave one of the bosses alive and try to collect them all.

Hawkeye, Oh My

Hawkeye appears during the second turn. Luckily, he shows up in the same place where your party starts the mission, so it's easy to recruit him. He'll join the party only if a fellow axe-wielder, Hector, asks politely.

BOSS: Paul

CLASS	Warrior
LEVEL	8
HP	47
WEAPON	Killer Axe

You'll need multiple units to take out Paul. Use all your ranged units to weaken the boss. If that doesn't fell him, move in with Guy or Eliwood and have the character use his most powerful weapon.

BOSS: Jasmine

CLASS	Warrior
LEVEL	9
HP	46
WEAPON	Hand Axe, Steel Axe

Jasmine starts out with a Hand Axe equipped, so send Hawkeye in to engage him in close combat. When he switches to the Steel Axe, fire away with magic and long-range units.

Genesis

Chapter 23x

In the beginning... there was a lot of really tough enemies. Genesis is no place for weak troops, although it is a great place to gain experience. Units that are at level 15 or higher and haven't yet changed classes will be most welcome.

OBJECTIVE Defeat all enemy units.

REQUIREMENTS Get Hawkeye and earn 700 or more EP in Chapter 22, then accept the side quest.

NEW MEMBERS None

RECOMMENDED MEMBERS



THIEF



ARCHER



MYRMIDON



TROUBADOUR

Lockpicks Are Key

There are many doors in the chapter, but also many enemies who carry Door Keys. If you want to save your Lockpicks, wait until you receive a Door Key before moving on to the next part of the map.

DOOR KEY

DOOR KEY

DOOR KEY

NOSFERATU MAGIC

ELFIRE MAGIC

E G

RECOVER STAFF

F H

SHINE MAGIC

SILVER BLADE

BOSS

SECRET BOOK

BERSERK STAFF

Walled In

On the first turn, a wall will appear in this space and separate your party into two groups. Place your party carefully before the battle so you have a good balance on each side. You can eventually reunite by smashing through the cracked walls at the north end of the map.

SILVER LANCE

A C

SILVER BOW

B D

SILVER AXE

SILVER SWORD

Enemy Reinforcements

PLACE	CLASS	TOTAL	LEVEL
A	Knight*	1	12
B	Mercenary*	1	12
C	Archer*	1	12
D	Fighter*	1	12
E	Mage**	1	12
F	Troubadour**	1	12
G	Shaman**	1	12
H	Monk**	1	12

*If Kishuna retreats because you open the center door

**If Kishuna retreats because you attack him

BOSS: Kishuna

CLASS	Imprisoner
LEVEL	10
HP	54
WEAPON	—

You can't eliminate Kishuna, so it's a matter of deciding which spoils you want from the reinforcements. If you attack the Imprisoner, you'll get magic. If you open the door and charge him, you'll get weapons.

Movin' On Up



Kishuna stayed put in Eliwood's story, but he'll move around during Hector's. As he moves, the antimagic field moves with him. Take out enemy magic users as quickly as possible. Even if they're helpless one turn, they may turn on you the next.



Four-Fanged Offense (1)

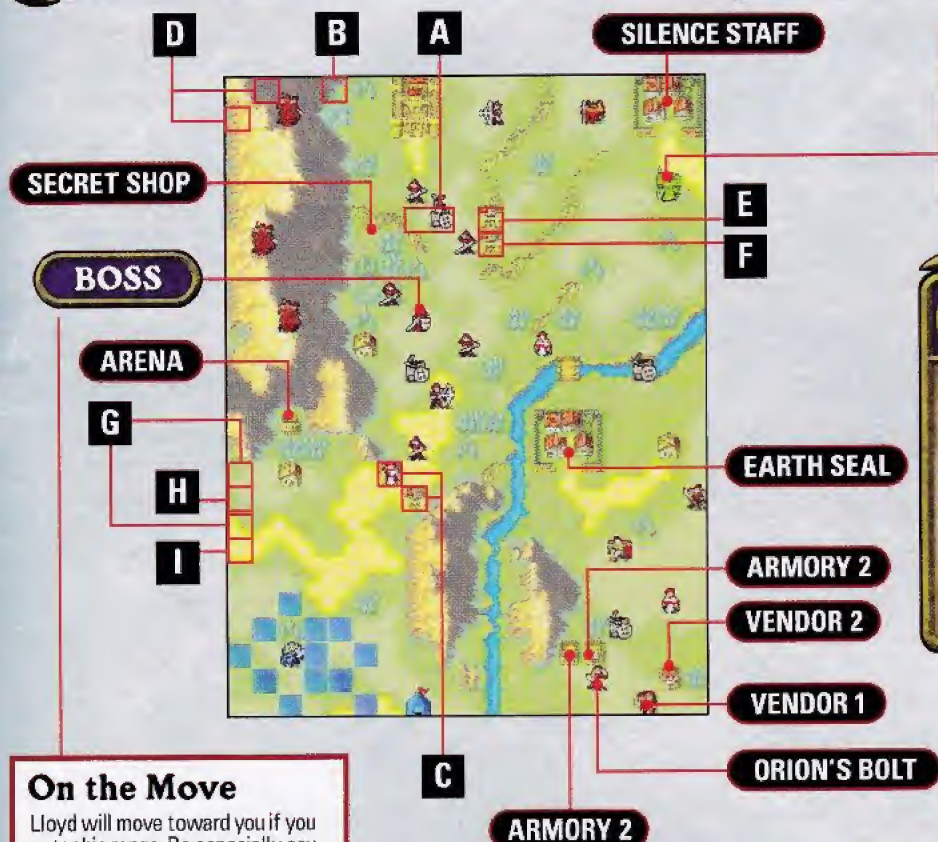
Chapter 24

If your Lord's levels are at 49 or lower, you'll advance to this version of Chapter 24. The fog is a problem, but Lloyd is your main concern. He'll attack from afar with Light magic and up close with a devastating sword. Stay out of his range until the final confrontation.

OBJECTIVE Defeat the enemy Swordmaster, Lloyd.

NEW MEMBER  **WALLACE**
Level 1 General

RECOMMENDED MEMBERS  **THIEF**  **CAVALIER**  **BERSERKER**  **TROUBADOUR**



Meet Wallace

Lyn, Kent, Sain, Wil and Florina can all convince Wallace to join the party. When you go to meet him, take the right-hand bridge. If you cross the left, Lloyd will attack.



BOSS: Lloyd

CLASS Swordmaster

LEVEL 12

HP 41

WEAPON Light Brand

Lloyd has a high Critical rating and a powerful weapon at his disposal. No doubt, he's tough. Send in a General to distract the Swordmaster, then take him out with Dark magic. The Wolf Beil is effective, but risky.

On the Move

Lloyd will move toward you if you enter his range. Be especially cautious if you plan to spend time at the arena. You don't want your trip cut short.

SECRET SHOP	
Armorslayer	1,260
Longsword	1,260
Heavy Spear	1,200
Horseslayer	1,040
Hammer	800
Halberd	810

VENDOR 1	
Vulnerary (3)	300
Antitoxin (3)	450
Heal Staff	600
Mend Staff	1,000
Restore Staff	2,000

VENDOR 2	
Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

ARMORY 1	
Steel Sword	600
Lancereaver	1,800
Steel Lance	480
Axereaver	1,950
Steel Axe	360
Swordreaver	2,100
Steel Bow	720

ARMORY 2	
Iron Sword	460
Iron Lance	360
Javelin	400
Iron Axe	270
Hand Axe	300
Iron Bow	540

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL LEVEL	
4, 8	A	Myrmidon	4	15
4, 5	B	Brigand	2	10
5, 10	C	Monk	4	10
6	B	Brigand	1	10
7	D	Wyvern Rider	2	10
7, 9	E	Monk	2	10
7, 9	F	Myrmidon	2	10
8, 9	G	Monk	4	10
8, 9	H	Myrmidon	2	10
8, 9	I	Mercenary	2	10

Four-Fanged Offense (2)


Chapter 24


If your Lord's levels are at 50 or higher, you'll advance to this version of Four-Fanged Offense. There's no fog, but you'll face waves of Wyvern Riders. Use Archers and Fighters to clear them out, and don't forget to bring Dart! He has an appointment with an old friend.

OBJECTIVE Defeat the enemy Hero, Linus.

NEW MEMBER  **GEITZ**
Level 3 Warrior

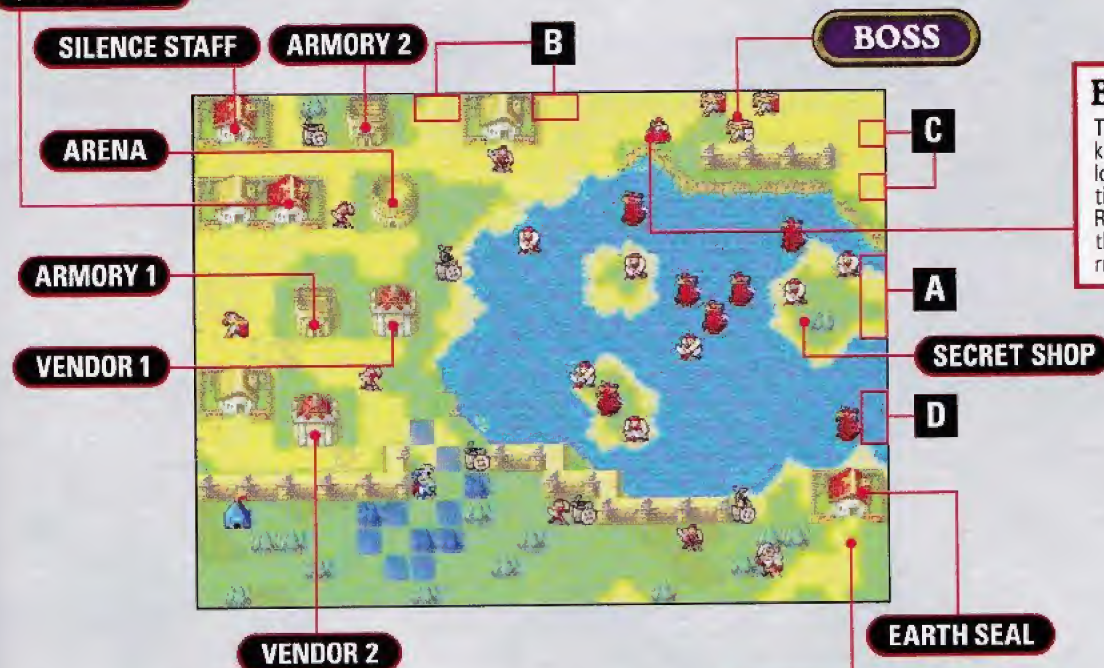
RECOMMENDED MEMBERS  **DART**
(Talk to Geitz)

 **ARCHER**

 **FIGHTER**

 **SWORDMASTER**

ORION'S BOLT



Bolted to the Ground

The Sage in the northeast corner knows Bolting. The spell has a very long range but can be cast only five times. Move a unit with high Resistance within the Sage's range, then either let him waste his spells or rush in and take him down.

ARMORY 1	
Steel Sword	600
Lancereaver	1,800
Steel Lance	480
Axereaver	1,950
Steel Axe	360
Swordreaver	2,100
Steel Bow	720

ARMORY 2	
Iron Sword	460
Iron Lance	360
Javelin	400
Iron Axe	270
Hand Axe	300
Iron Bow	540

SECRET SHOP	
Armorslayer	1,260
Longsword	1,260
Heavy Spear	1,200
Horseslayer	1,040
Hammer	800
Halberd	810
Ocean Seal	50,000

It's Me, Buddy!


Geitz and Dart know each other, but that won't stop the Warrior from attacking his friend the first chance he gets. Use a unit with high Defense to lure Geitz out, then have Dart speak to him. If Dart is already a Berserker, he can probably take a blow himself.

VENDOR 1	
Vulnerable (3)	300
Antitoxin (3)	450
Heal Staff	600
Mend Staff	1,000
Restore Staff	2,000

VENDOR 2	
Fire Magic	560
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
5	A	Corsair	3	10
6	B	Mercenary	4	10
6, 12, 16	C	Wyvern Rider	6	10
10, 14, 18	D	Wyvern Rider	6	10


BOSS: Linus

CLASS	Hero
LEVEL	12
HP	45
WEAPON	Silver Blade, Hand Axe

The Silver Blade has a high Attack power, but the Hand Axe is fairly weak. Blast Linus from a distance so he equips the Hand Axe, then move in with a Swordmaster (or Eliwood) to finish him off.

Crazed Beast

Chapter 25

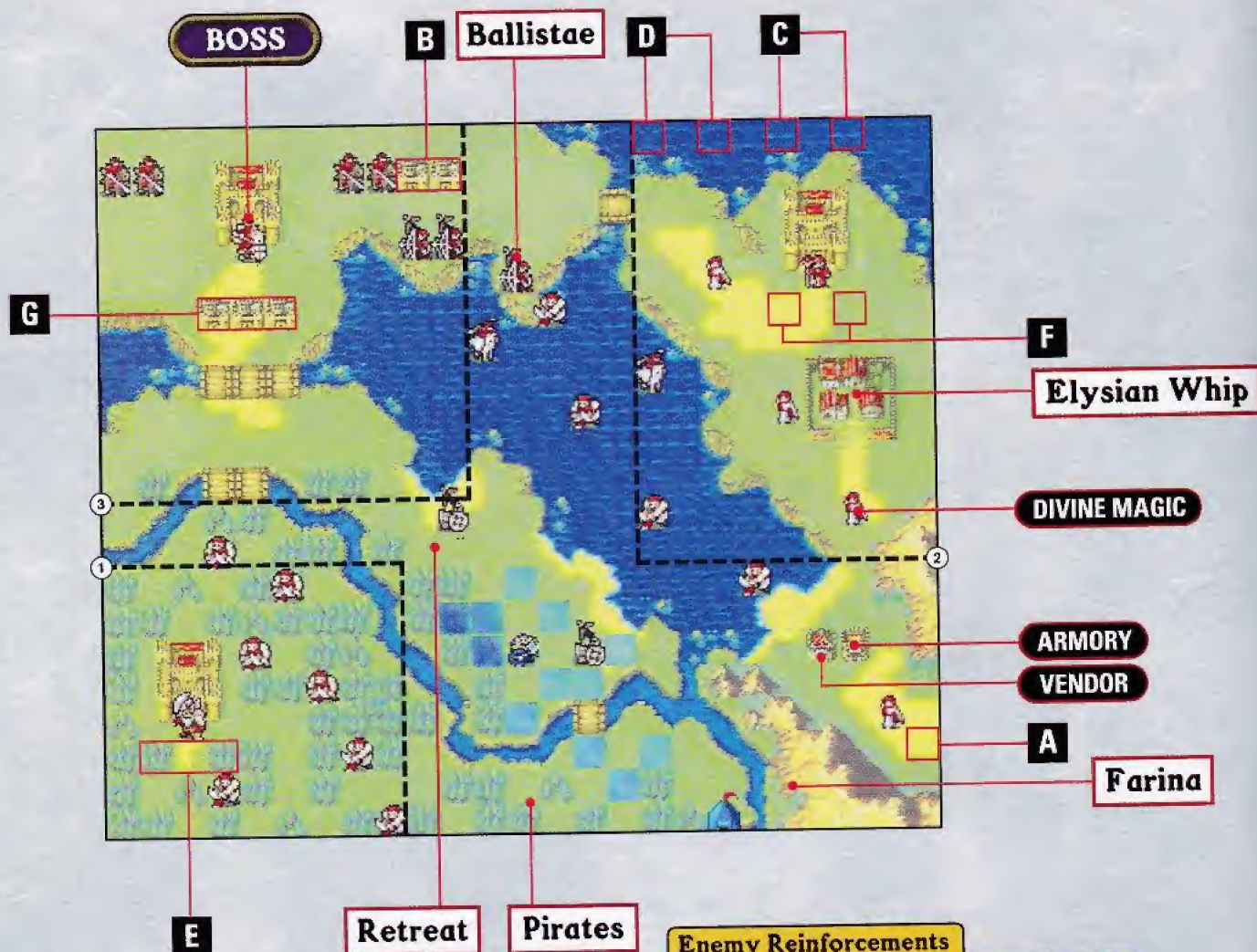
Crazed Beast is filled with Peg Knights and Cavaliers, so plan accordingly. In this battle, let the enemy come to you. Once you've taken out the initial units, move as a group to your next goal. Any unit can wait a turn at the fortress's doorstep to claim it.

OBJECTIVE Capture all three fortresses.

NEW MEMBER



FARINA
Level 12 Peg Knight



ARMORY	
Steel Sword	600
Steel Lance	480
Steel Axe	360
Steel Bow	720

VENDOR	
Mend Staff	1,000
Thunder Magic	700
Lightning Magic	630
Flux Magic	900

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2, 3	A	Pirate	2	11
2-5	B	Cavalier	8	11
5-7	C	Peg Knight	6	15
9-12	D	Peg Knight	8	15
—	E	Pirate*	3	11
—	F	Monk**	10	11
—	G	Cavalier***	15	11

*Appears when you cross line ①

**Appears when you cross line ② (2 per turn for five turns)

***Appears when you cross line ③ (3 per turn for five turns)

RECOMMENDED MEMBERS

There aren't many Archers around, so send out as many flying units as you like—but keep them hidden until you take out the enemy Ballistae. Use Archers on the enemy Peg Knights and Mercenaries and Swordsmen on the Cavaliers. Bring in a Berserker or two to clean up the rest.


PEG KNIGHT

MERCENARY

ARCHER

BERSERKER

Ballistae

There are three Ballistae on the northern end of the map. The easiest way to eliminate them is with Ballistae of your own. Bring a high-level Archer or a Sniper for the job.



Use Ninian's Dance move on your Archer every turn. If he or she is at a high enough level, you can destroy the enemy machines in just a few turns. If you have a high-level General, you can also place him within range and let the enemies waste their Ballistae ammo on his nearly impenetrable armor.

Pirates

Lots and lots of Pirates will flood in from the southwest and northeast. Station units on either side to intercept the sea dogs and eliminate them.



Sword users are your best bet, but anyone armed with an Axereaver will also get the job done.

Elysian Whip

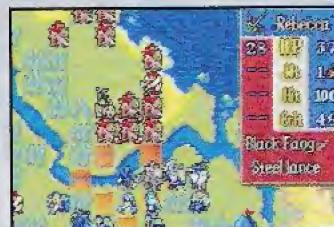
If you dawdle, thugs will destroy the eastern village, and then you won't be able to get the Elysian Whip. Send a Peg Knight to the village—keep her as far east as possible to avoid the Ballistae.



Monks will appear as soon as you visit the village, but their offensive power is low. You can probably handle them with a single Peg Knight—although a Falcoknight will have a much easier time of it.

Retreat

A herd of Cavalry will come from the north about seven or eight turns into the battle. It can be tough to fight them all in the open, so retreat to the bridge near Merlinus's tent and make your final stand there.



Hold the bridge with strong defensive units and back them with long-range attackers.

Farina

A mercenary Peg Knight named Farina will appear over the southeast mountains at the beginning of the fifth turn. She will join your party if you pay her a king's ransom: 20,000 gold! If you've been spending time at the arena, you may have that much lying around.



Yes, 20,000 gold is a lot of scratch, but Farina is a good unit. She also has an incredibly high growth rate, which means she'll get stronger faster than nearly any other unit. Farina will stay on the map for the whole mission, so if you don't have the money, you can head for Merlinus or the Armory and start selling items.

BOSS: Pascal

CLASS	Paladin
LEVEL	14
HP	48
WEAPON	Spear




For all his big talk, Pascal is pretty easy to defeat. If you have three Falcoknights (or two Falcoknights and a Peg Knight), you can form a triangle and take him down. Otherwise, use Hector or the Berserker of your choice, backed with a high-level magic user.


Unfulfilled Heart

Chapter 26


Your units begin the chapter in two separate positions, so move to the center and join forces. If Hawkeye is in your party and still alive and kicking, you will earn a Heaven Seal at the beginning of the chapter. Give it to Eliwood.


OBJECTIVE Hector must survive for 11 turns.


NEW MEMBERS  **PENT**
Level 6 Sage

 **LOUISE**
Level 4 Sniper

RECOMMENDED MEMBERS  **THIEF**

 **SNIPER**

 **FALCOKNIGHT**


 **TROUBADOUR**

Long-Range Lashing

There are a number of Ballistae on the map. Bring a couple of Archers or Snipers and use them against the enemy Wyvern Riders.

Double Dragons

Unfulfilled Heart contains a ton of Wyvern Riders, and they're smart. Instead of heading in one by one, they'll wait to attack until they have superior numbers. Clump units in the center of the map and wait for the riders to come to you.



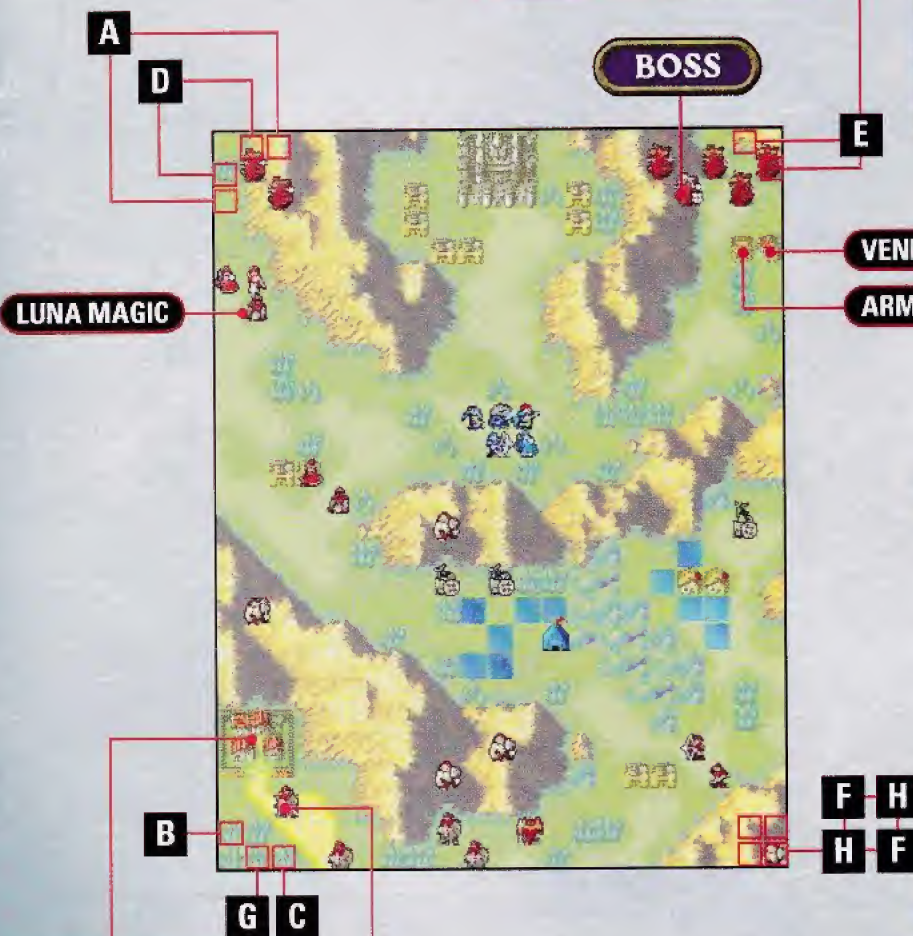
BOSS: *Vaida*

CLASS	Wyvern Lord
LEVEL	10
HP	60
WEAPON	Spear

Vaida will join your team later, so you don't want to attack her. If you simply stay out of her range, you won't have trouble. The same applies for the entire level—you can cluster in the middle and spend most turns waiting.

Dangerous Buying

It's hard to use the shops because they are right in Vaida's attack range—but they carry such cool things! If you want to go shopping, have one flying unit purchase items and another flying unit rescue the first.



VENDOR

ARMORY

ARMORY	
Killing Edge	1,300
Killer Lance	1,200
Javelin	400
Killer Axe	1,000
Hand Axe	300
Killer Bow	1,400

VENDOR	
Heal Staff	600
Mend Staff	1,000
Elfire Magic	1,200
Shine Magic	900
Flux Magic	900

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2	A	Wyvern Rider	2	11
2, 7-10	B	Wyvern Rider	5	11
2	C	Wyvern Rider	1	11
3	D	Wyvern Rider	2	11
3-5	E	Wyvern Rider	6	11
4, 5	F	Wyvern Rider	4	11
7-10	G	Wyvern Rider	4	11
7-10	H	Wyvern Rider	8	11

HAMMERNE STAFF

Knight Crest

The Cavalier in the southwest corner has a Knight Crest. Use a Thief to take it from him before you put him down for good.

Pale Flower of Darkness (1)

Chapter 27

Which Pale Flower of Darkness version you'll play depends on the sum levels of seven unit types. If your Troubadour, Mage, Cleric and Monk level totals are higher than your Fighter, Mercenary and Myrmidon level totals, you'll fight in this chapter.

OBJECTIVE

Seize the throne.

NEW MEMBERS



HARKEN*
Level 8 Hero



KAREL*
Level 8 Swordmaster

RECOMMENDED MEMBERS



THIEF



ARCHER



GENERAL

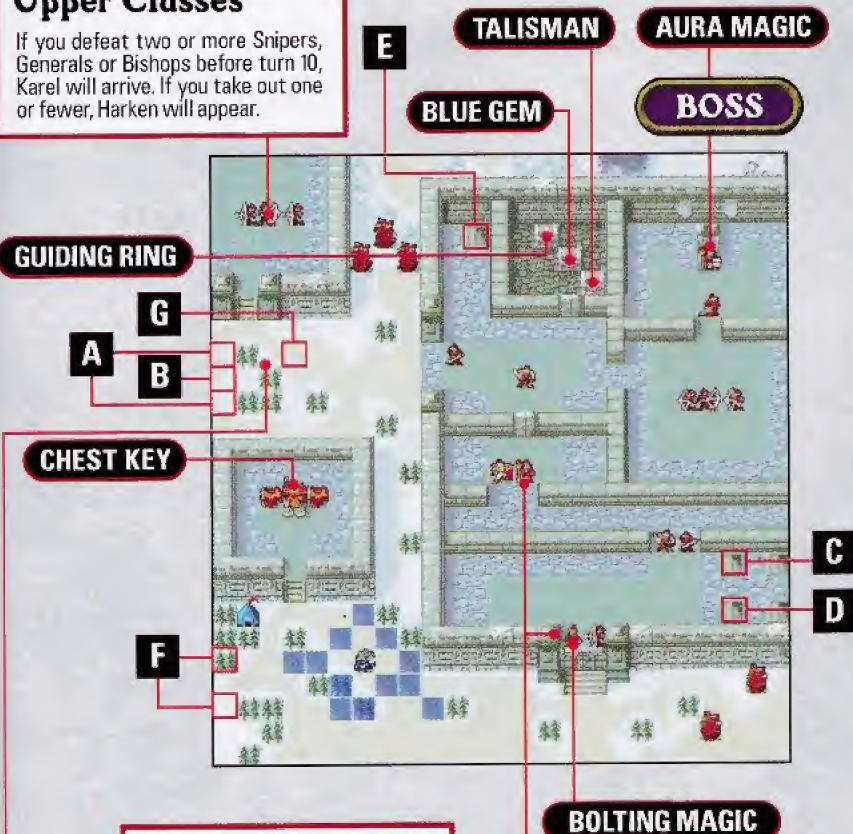


TROUBADOUR

*Only one of the two will join.

Upper Classes

If you defeat two or more Snipers, Generals or Bishops before turn 10, Karel will arrive. If you take out one or fewer, Harken will appear.



GUIDING RING

G

A

B

CHEST KEY

F

C

D

TALISMAN

AURA MAGIC

BLUE GEM

BOSS

BOLTING MAGIC

Boooooom!

Most of the magic users inside the main building have spells that can strike from a long way off. Send in units with high Resistance to clear out the enemy spellcasters, then sweep through and clear out anyone who's left.

BOSS: *Kenneth*

CLASS	Bishop
LEVEL	13
HP	41
WEAPON	Aura Magic

Aura has a very high Critical rating, so you don't want to stare Kenneth down from long range. He's weak against physical attacks—move in with a Silver or Killer weapon.

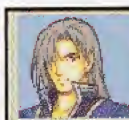
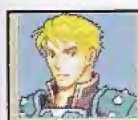
Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3, 4	A	Wyvern Rider	4	12
5, 9	B	Thief	2	12
5	C	Archer	1	12
5	D	Brigand	1	12
7	C	Myrmidon	1	12
7	D	Archer	1	12
7	E	Myrmidon	1	12
7	F	Wyvern Rider	2	12
9	E	Archer	1	12
10	G	Hero*/S'master**	1	8

*Harken

**Karel

Harken or Karel




If Harken appears, speak to him with Isadora, Lowen, Oswin, Marcus, Hector or Eliwood. If Karel appears, talk to him with any of the Lords. See the Upper Classes box to discover how to make each one appear.


Pale Flower of Darkness (2)

Chapter 27


If your Fighter, Mercenary and Myrmidon level totals are higher than your Troubadour, Mage, Cleric and Monk levels totals, you'll fight in this Pale Flower of Darkness chapter. Lots of doors make for an interesting time—bring a Thief along.


OBJECTIVE Defeat all enemy units.

NEW MEMBERS  **HARKEN***
Level 8 Hero

 **KAREL***
Level 8 Swordmaster

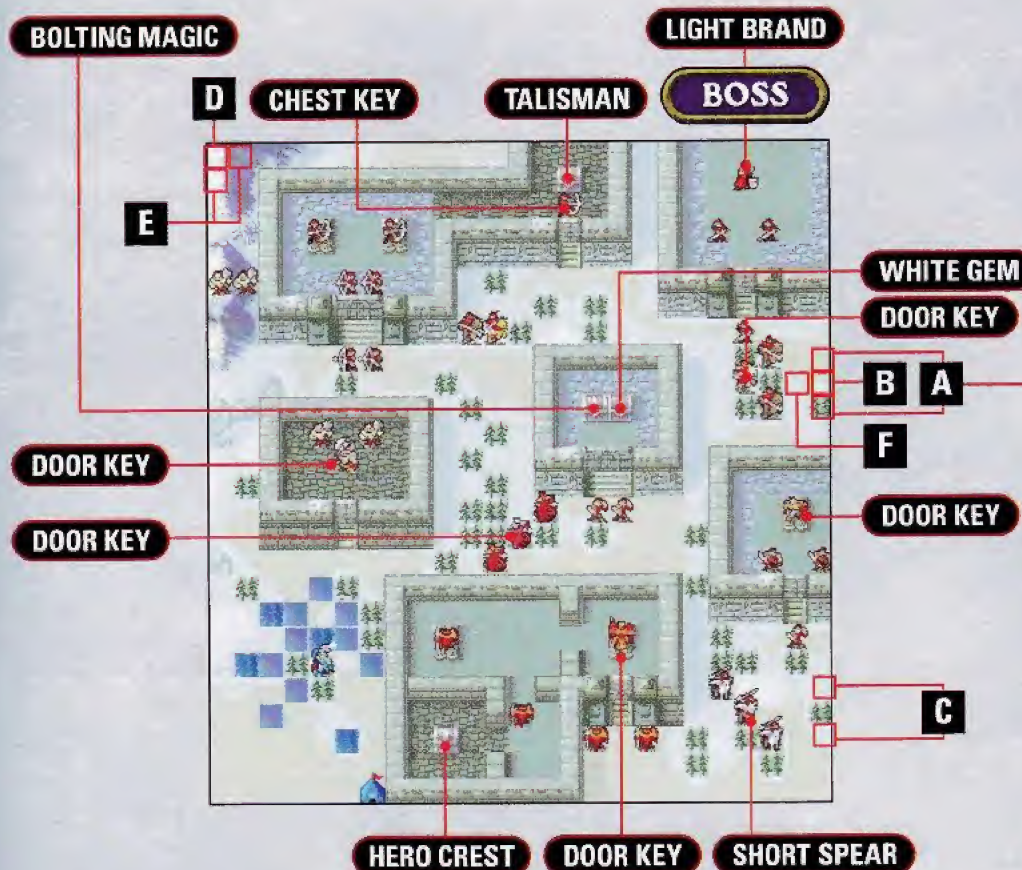
RECOMMENDED MEMBERS  **THIEF**

 **BERSERKER**

 **GENERAL**

 **TROUBADOUR**

*Only one of the two will join.



Trapped Like Rats

Most of the enemy reinforcements come from points A and B. Station a General (or a Knight if you don't have one) at the end of the narrow passageway and take them out one by one. Put another high-Defense unit in the middle of the map in case anyone tries to sneak around from the north.

Harken or Karel?

If Harken appears, speak to him with Isadora, Lowen, Oswin, Marcus, Hector or Eliwood. If Karel appears, talk to him with any of the Lords. See the Door Wars tip to find out how to make one or the other appear.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
4, 10	A	Nomad	4	12
4	B	Nmd Trooper	1	5
7	C	Falcknight	2	5
8, 15	D	Wyvern Lord	2	8
8, 15	E	Wyvern Rider	4	12
10	B	Nmd Trooper	1	5
10	F	Hero*/S'master**	1	8
14, 19	A	Cavalier	4	12
14, 19	B	Paladin	2	5

*Harken

** Karel



BOSS: Jerme

CLASS Assassin

LEVEL 13

HP 46

WEAPON Light Brand

Jerme's Light Brand can attack from short and long range—but it's much more dangerous close up. Use magic and arrows to weaken him, then move in with a General or Paladin if the long-range attacks don't fell him.

Door Wars

To make Harken appear, you must unlock four or more doors. To make Karel appear, you must unlock three or fewer. Each time you open a door you will have to fight the enemies inside the room, so be careful.

Chapter 28

Battle Before Dawn

There are a few differences between

Hector's and Eliwood's versions of Battle Before Dawn. Ursula is now on the southeast side of the map, and Jaffar heads south instead of staying put. Get to Nino, then take out Ursula while she's casting Bolting.

OBJECTIVE Protect Zephiel for 15 turns.**NEW MEMBER****NINO**

Level 5 Mage

NOTES

Talk to Nino, then let her talk to Jaffar to unlock a side quest—both must survive the battle.

RECOMMENDED MEMBERS**THIEF****PALADIN****NOMAD****TROUBADOUR****DOOR KEY****DOOR KEY****LOCKPICK****To the Eastside**

Send most of your units around the eastern side of the map. When you reach Nino, have Hector speak to her. Once she's on your side, have her speak to Jaffar. Don't leave Nino without a guard—she has low Defense and not much HP. You may want to rescue either her or Jaffar and bring them together in that fashion.

ELYSIAN WHIP**RESCUE STAFF****DELPHI SHIELD****BOOTS****A****E****I****D****BRAVE LANCE****B****C****F****G****H****J****BOSS****BOSS: Ursula****CLASS** Valkyrie**LEVEL** 15**HP** 36**WEAPON** Bolting Magic, Elfir Magic

Ursula has a high Resistance rating, but her Defense is low. Move in with a melee unit and use a Killer or Silver weapon to defeat her easily. Fast-moving units are a bonus—you don't want to give her time to run away and cast more magic.

Over the Wall

Thieves will plunder the treasure chests on the west side of the room. It's hard to get units there in time to stop them, so bring a long-range unit (like a Sniper) to take out the Thieves from the other side of the wall.

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2-4	A	Thief	3	13
4	B	Sniper	1	5
4	C	Archer	1	13
5, 9, 12-14	D	Mage	5	13
5	E	Monk	1	13
5	F	Shaman	1	13
6	G	Mercenary	1	13
6	H	Hero	1	6

TURNS	PLACE	CLASS	TOTAL	LEVEL
7, 9, 12-14	A	Shaman	5	13
7	B	Mage	1	13
7	C	Sniper	1	5
7	D	Archer	1	13
8	I	General	1	5
8	J	Knight	1	13

Night of Farewells




Chapter 28x

Sonia is a terrible foe with awesome power—but you can defeat her with careful planning. The mission is easier in Hector's story than in Eliwood's, but it's still no walk in the park. If troops get trapped on the water, be ready to rescue them with flying units.

OBJECTIVE Seize the throne.

REQUIREMENTS Speak to Nino and Jaffar in Chapter 28 (both must survive), then accept the side quest.

NEW MEMBER  **JAFFAR**
Level 13 Assassin

RECOMMENDED MEMBERS  **THIEF**  **SNIPER**  **FALCOKNIGHT**  **BERSERKER**

No Merlinus

The Transporter can't come on the mission, so prepare beforehand. Make sure that everyone has weapons that are in good shape before they set out. You also won't be able to send items to Merlinus.

Snipe Hunt

The Sniper on the western island is armed and dangerous. If you have a strong Falcoknight, send her out to deal with the arrow flinger. If she has the Delphi Shield, the battle will be much safer.

Sinking Bridges

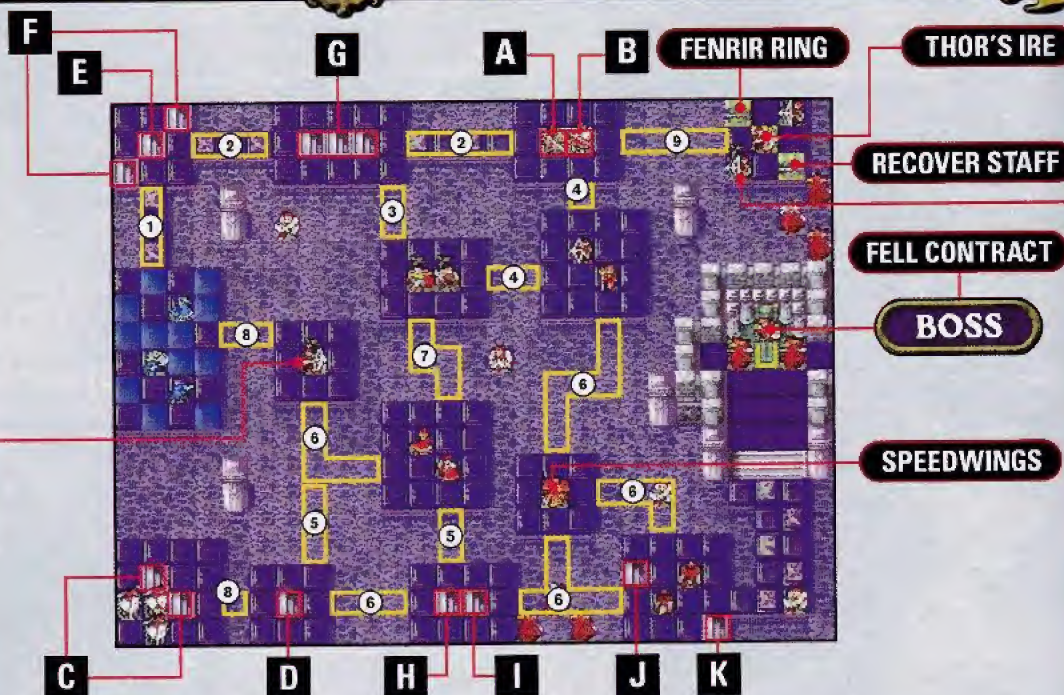
All the bridges will rise and fall during the battle. Check the chart below to see when each bridge will appear, then plan your strategy around it.

Bridge Appearance by Turn

BRIDGE	TURNS
①	1-9
②	1-9, 22 and later
③	5-19
④	5-19, 22 and later
⑤	10-19
⑥	10-19, 22 and later
⑦	15-19, 22 and later
⑧	22 and later
⑨	30 and later

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2, 3	A	Cavalier	2	13
2, 3	B	Nomad	2	13
4-6	C	Wyvern Rider	6	13
5-8	D	Wyvern Rider	4	13
11-16	D	Cavalier	6	13
12-14	E	Falcoknight	3	6
12-14	F	Peg Knight	6	13
12-14	G	Pirate	9	13
14-16	H	Thief	3	13
14-16	I	Pirate	3	13
14-16	J	Pirate	3	13
14-16	K	Nomad	3	13



Ballistae Bash

There are three Ballistae and three Archers in the northeast corner of the map. Send a Berserker across the water to take out the pesky enemies, then use a Thief to plunder the treasure chests.



BOSS: Sonia

CLASS	Sage
LEVEL	17
HP	44
WEAPON	Bolting Magic, Fimbulvetr Magic

Use a unit with high Resistance to bait Sonia into wasting her Bolting spells. Once you have a clear path to the boss, send in multiple units with high Resistance and strong weapons.

Cog of Destiny

Chapter 29

Cog of Destiny is a large campaign with scores of enemies. Keep your group together no matter what, and move slowly. Units with high Defense are your best bet—there aren't many magic users around.

OBJECTIVE

Defeat all enemy units.

NEW MEMBER



VAIDA
Level 9 Wyvern Lord

RECOMMENDED MEMBERS



THIEF



GENERAL



FALCOKNIGHT



TROUBADOUR

IRON RUNE

BOSS

VENDOR

Door Key	50
Heal Staff	600
Fire Magic	560
Thunder Magic	700
Elfir Magic	1,200
Lightning Magic	630
Shine Magic	900
Flux Magic	900

ARMORY

Iron Sword	460
Silver Sword	1,500
Iron Lance	360
Silver Lance	1,200
Iron Axe	270
Silver Axe	1,000
Iron Bow	540
Silver Bow	1,600

WARP STAFF

ARMORY

VENDOR

A B C

F G H

E
D
E

BOSS: Lloyd

CLASS	Swordmaster
LEVEL	18
HP	52
WEAPON	Light Brand

If you defeated Linus in Chapter 23, Lloyd will be waiting for you. He wields the Light Brand and has a high Resistance rating. Use high-level magic users or a strong Paladin or General.



BOSS: Linus

CLASS	Hero
LEVEL	18
HP	58
WEAPON	Light Brand

If you defeated Lloyd in Chapter 23, Linus is your man at the end of chapter 29. He has low Resistance, so try blasting him with Anima magic.

Enemy Reinforcements

PLACE	CLASS	TOTAL	LEVEL
A	Myrmidon*	4	14
B	Hero*	4	8
C	Mercenary*	4	14
D	General**	4	8
E	Knight**	8	14
F	Nomad***	4	14
G	Paladin***	4	8
H	Cavalier***	4	14
I	Wyvern Lord (Vaida)****	1	9
J	Wyvern Rider*****	2	14
I	Wyvern Rider*****	3	14
J	Wyvern Rider*****	6	14

Go West

Take your group of brave warriors west, then move north across the two bridges. Lead with a General or Paladin, and back them with Berserkers and magic users. If you feel overwhelmed, wait four turns between bridge crossings.

* Appears when you cross bridge ①—once per turn for four turns

** Appears when you cross bridge ②—once per turn for four turns

*** Appears when you cross bridge ③—once per turn for four turns

**** Appears when you cross the dotted black line

***** Appears one turn after Vaida—once per turn for three turns

Vaida

Vaida will appear in the southeast corner at some point during the chapter. (See the Enemy Reinforcements chart for details.) When she shows, have Hector speak to her to receive a new teammate.

The Berserker

Chapter 30

To claim a precious weapon, Hector must enter a smoky inferno and defeat a mighty warrior. He can bring only three other members along, so you must weigh your choices. High Defense, Attack and Movement ratings are all essential.

OBJECTIVE Move Hector to where Kaim stands.

NEW MEMBERS None

RECOMMENDED MEMBERS



HERO



VALKYRIE



BOSS: *Kaim*

CLASS Hero
LEVEL 16
HP 60
WEAPON Tomahawk



Kaim is a pretty easy boss—especially considering how hard Georg was in Eliwood's story. If you use a Silver Sword you can destroy him quickly—but the Wolf Beil works well, too.



Chest Jest



Don't bring a bunch of Chest Keys or, heaven forbid, a Thief to open the chests. Wait for enemy Thieves to open the containers, then smite the baddies and take the loot.

TOMAHAWK

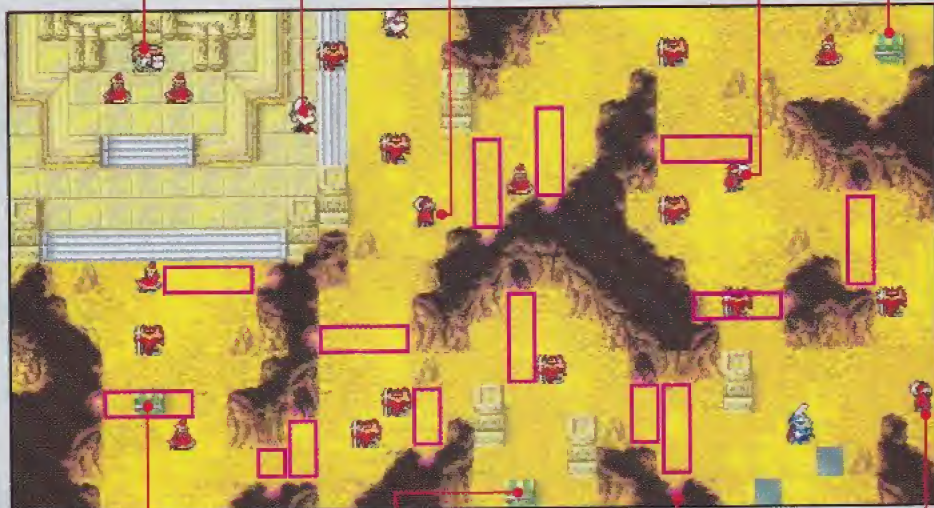
BOSS

WOLF BEIL

CHEST KEY

CHEST KEY

WOLF BEIL



ELIXIR

PURE WATER

CHEST KEY

Purple People Poisoner



The red boxes on the above map represent places where violet-colored poison gas spews from the walls. You can cross them without fear, but don't be standing on one when your turn ends, or you'll take damage and become poisoned.

Chapter 31

Sands of Time

Sands of Time is packed with Archers, and most of them have poison weapons. Leave your flying units at home and bring along magic users, Generals and Paladins. You'll need the Warp Staff and Member Card to access the secret shop.

OBJECTIVE Protect the throne for 11 turns.

NEW MEMBERS None

RECOMMENDED MEMBERS



THIEF



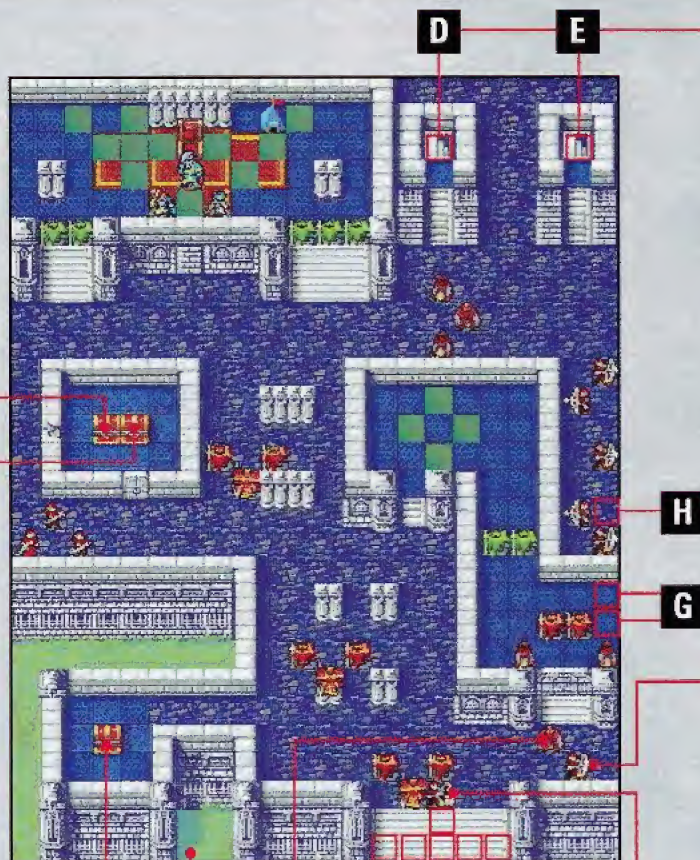
PALADIN



BISHOP



VALKYRIE



DRAGONSHIELD

WHITE GEM

BODY RING

SECRET SHOP

Blocked In



Set units one square south of spaces D and E. When Archers appear, they will be unable to attack and you will be able to bump them off at your leisure. It's a great way to level up units.

SWORDSLAYER

BOSS

SECRET SHOP	
Hero Crest	10,000
Knight Crest	10,000
Elysian Whip	10,000
Orion's Bolt	10,000
Guiding Ring	10,000

B
F C A C F

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2, 8	A	General	2	6
2-5	B	Thief	4	15
2-3, 6, 8	C	Knight	8	15
3, 6	A	Knight	2	15
3-8	D	Shaman	6	15
3-8	E	Archer	6	15
5	F	Sniper	2	3
6	G	Knight	2	15
7, 10, 11	A	Wyvern Lord	3	6
7, 10, 11	C	Wyvern Rider	6	15
7	H	Druid	1	15

Distant Dreams

The Druid in the south has a Sleep Staff with five charges. It has a long range and can cause trouble for your units, so send a high-Movement unit to take him out as early as possible.

BOSS: Denning

CLASS Sniper
LEVEL 19
HP 51
WEAPON Silver Bow, Longbow

Denning can't attack units that are next to him, so use a sword, axe or lance to take him down. Once he's defeated, the reinforcements will stop coming. If you want experience, just box him in.

Chapter 31x

Battle Preparations

If you're running low on anything, pick it up now. Sell all your Iron weapons and replace them with Silver, then grab Elixirs, magic and whatever else you desire. If Bartre is a higher-level Warrior, you can get a new party member.

OBJECTIVE Get supplies within 5 turns.

NEW MEMBERS  **KARLA**
Level 5 Swordmaster

RECOMMENDED MEMBERS  **BARTRE** (Talk to Karla)  **FALCOKNIGHT**  **PALADIN**  **VALKYRIE**

Karla



To get Karla on your team, Bartre must be a high-level Warrior or he won't survive the attack. Send him to the arena (not inside it) and have him fight Karla. If he withstands her attack, she'll join the team. Give Bartre the Iron Rune to increase his chances of survival.



VENDOR 1	
Fire Magic	560
Thunder Magic	700
Elfir Magic	1,200
Lightning Magic	630
Shine Magic	900
Divine Magic	2,500
Flux Magic	900

ARMORY 1	
Slim Sword	480
Iron Sword	460
Steel Sword	600
Silver Sword	1,500
Killing Edge	1,300
Lancereaver	1,800

ARMORY 3	
Iron Axe	270
Steel Axe	360
Silver Axe	1,000
Killer Axe	1,000
Swordreaver	2,100
Hand Axe	300

VENDOR 2	
Vulnerary (3)	300
Elixir (3)	3,000
Pure Water (3)	900
Door Key	50
Heal Staff	600
Mend Staff	1,000
Recover Staff	2,250
Restore Staff	2,000

ARMORY 2	
Slim Lance	450
Iron Lance	360
Steel Lance	480
Silver Lance	1,200
Killer Lance	1,200
Axereaver	1,950
Javelin	400

ARMORY 4	
Iron Bow	540
Steel Bow	720
Silver Bow	1,600
Killer Bow	1,400
Short Bow	1,760
Longbow	2,000

Chapter 32

Victory or Death

There are lots of enemies in Victory or Death, but most of them aren't particularly tough. To get Renault on your team, send someone to the ruins in the northwest corner. Get there by the seventh turn, or the Bishop will flee.

OBJECTIVE Seize the castle gate.

NEW MEMBER



RENAULT
Level 16 Bishop

NOTES Clear the chapter within 20 turns to unlock a side quest.

RECOMMENDED MEMBERS



DRUID



PALADIN



SNIPER



BERSERKER

SECRET SHOP

Earth Seal	20,000
Fell Contract	50,000
Ocean Seal	50,000
Physic Staff	3,750
Unlock Staff	1,500
Barrier Staff	2,250

Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
3-5	A	Brigand	3	16
5-7	B	Brigand	3	16
8, 12	C	Paladin	2	8
8, 12	D	Cavalier	8	16
8-10	E	Cavalier	6	16
10-12	A	Wyvern Rider	3	16
10-12	F	Wyvern Lord	3	8
10-12	G	Wyvern Rider	3	16
10, 15, 16	C	General	3	8
10, 15, 16	D	Knight	12	16
10-12, 25-35	H	Falcoknight	14	10
10-12	I	Falcoknight	3	10
10-12	J	Paladin	3	8
10-12	K	Cavalier	6	16
25-35	L	Falcoknight	11	10
25-35	M	Cavalier	22	16
25-35	N	Wyvern Rider	22	16
25-35	E	Nmd Trooper	22	8
—	O	Paladin*	1	8
—	P	Cavalier*	4	16
—	Q	Nmd Trooper**	5	8
—	R	Warrior***	1	6
—	S	Brigand***	4	16
—	C	Sniper****	1	8
—	D	Sniper****	4	8

Move Fast

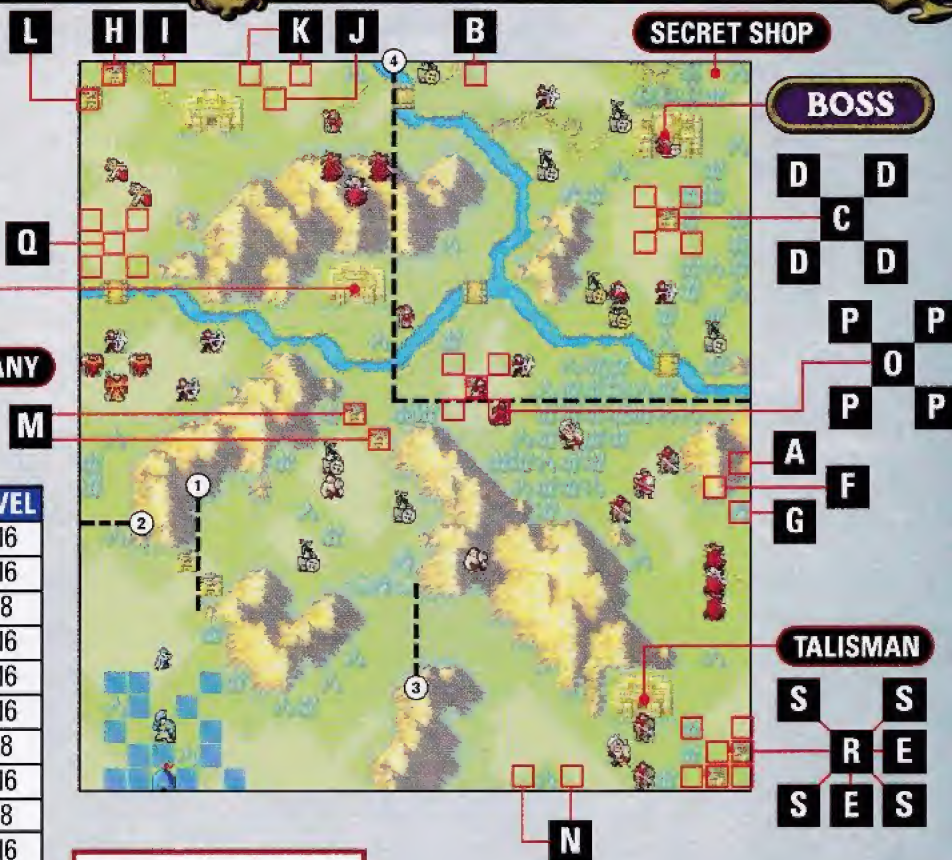
If you clear the chapter in 20 turns or fewer, you'll unlock a side quest. Use units with high Movement to rush north, taking out enemies as you go. Don't worry about eliminating every bad guy—leave the stragglers to the rest of your band. You may want to rescue Hector and carry him to the throne so he can seize it as soon as Linstella falls.

*When you cross line ①

**When you cross line ②

***When you cross line ③

****When you cross line ④



BOSS: Linstella

CLASS	Sage
LEVEL	20
HP	68
WEAPON	Bolting Magic, Fimbulvetr Magic

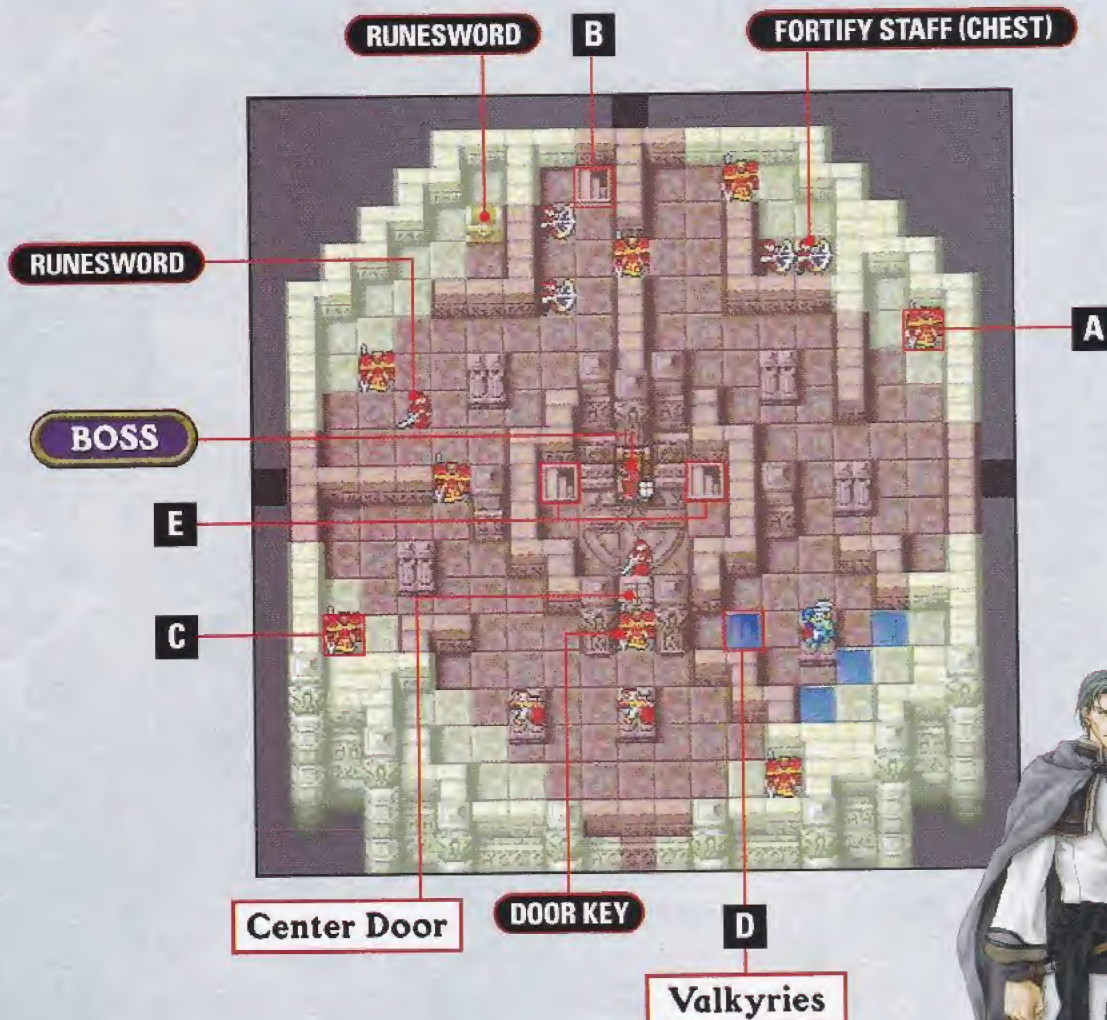
Linstella has high Defense and Resistance numbers, but she's vulnerable to the Luna spell. Eliminate the Archers that appear around her, then send in a Druid to finish her off.

Chapter 32x

The Value of Life

Kishuna has been a thorn in your side for a long time, but it ends here! Strike for the heart of a dank, dark dungeon and track down the man who puts your magic on hold. The way is littered with Generals, Archers and Swordmasters, so take your biggest and strongest units—The Value of Life is a poor training ground for rookies!

OBJECTIVE	Defeat Kishuna.
REQUIREMENTS	Clear Chapter 32 in 20 turns or fewer.
NEW MEMBERS	None



Enemy Reinforcements

TURNS	PLACE	CLASS	TOTAL	LEVEL
2-4	A	General	3	14
3-5	B	Sniper	3	14
7-9	C	General	3	14
12-18	D	Valkyrie	7	14
—	E	Sniper*	6	14
—	E	General*	6	14

*Two Snipers appear as soon as you open the center door. The rest of the units will appear on each turn thereafter, alternating between Snipers and Generals.

RECOMMENDED MEMBERS

Lots of enemy Generals means you need axe users by the dozen. Give everyone a distance weapon like the Hand Axe, Heavy Spear or Tomahawk. High-level Snipers might serve you well, but they won't do much damage to the Generals.



BERSERKER



PALADIN



WARRIOR



VALKYRIE

Generals

Most of your enemies are Generals. They are weak against axes, so Berserkers, Warriors and, of course, Hector can handle them with relative ease. The bulk of the Generals have Spears, so you'll want to be able to attack them from a distance.



By now, Hector should be an S-level axe user. Give him a Wolf Bell, Silver Axe and Tomahawk, and let him go to town.

Have a Chest Key

Don't bring a Thief for the two chests—the character won't be any help to you for the rest of the chapter. Instead, give a Chest Key or two to the troops that you want to fight. You should have some lying around from previous missions.



The stuff in the chests is nice, but it's not essential by any means. Don't sacrifice yourself for treasure.

Valkyries

After turn 12, Valkyries will start to emerge from the stairwells near your starting position. They can use offensive magic in addition to healing spells, so you'll want to take them out. Leave one unit behind to deal with them while the other four head for Kishuna.



You can fight Valkyries with magic if you lure them out of Kishuna's antimagic zone, but they are much more vulnerable against physical weapons. If you feel sneaky and somewhat cheap, park Merlinus on the stairs so they can't enter.

Center Door

Enemy reinforcements will come as soon as you open the center door that leads to Kishuna. Take out all the enemies in the area before you unlock the final barrier.



Defeat the Swordmaster next to Kishuna with a long-range weapon, then open the door. Kishuna won't attack, so your first priority should be the troops that enter the room.


BOSS: Kishuna

CLASS	Magic Seal
LEVEL	18
HP	58
WEAPON	—



Kishuna won't move or attack, but he's a slippery devil and hard to hit. Send in units with a high Skill rating and be patient—it may take a while to bring Nergal's creation down for good.



Light

Final Chapter

It's time to show Nergal what happens when you mess with a Lord of the realm. Light is the same for Hector as it was for Eliwood—and if a strategy worked once, there's no reason to change! Take out the units as they appear, because you don't want to fight more than one or two at a time.

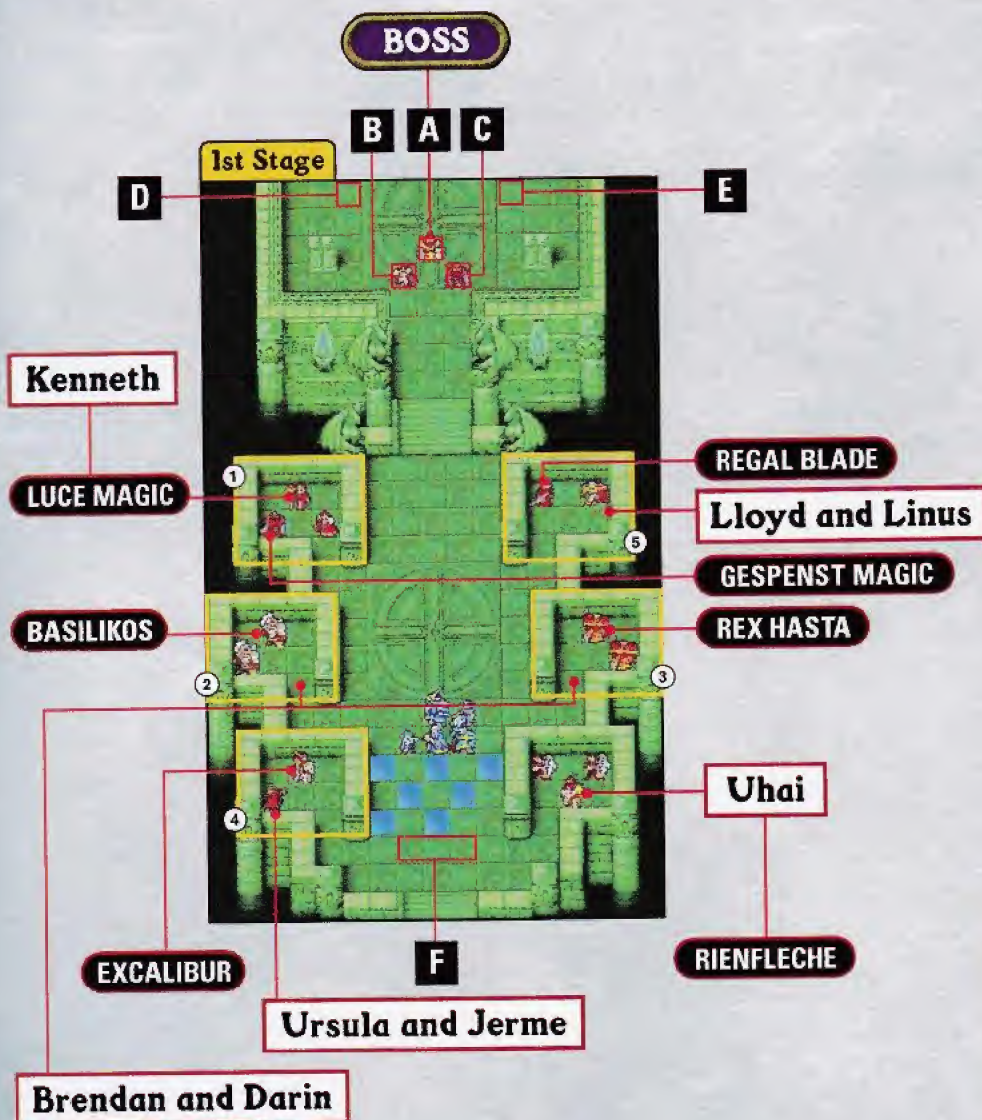
OBJECTIVE

Defeat the Dark Druid, Nergal (1st).
Defeat the Fire Dragon (2nd).

NEW MEMBER



ATHOS
Level 20 Archsage



Enemy Reinforcements

PLACE	CLASS	TOTAL	LEVEL
A	Dark Druid*	1	20
B	Sage*	1	18
C	Druid*	1	19
D	Druid**	1	17
E	Druid**	1	19
F	General**	3	10

*Appears when you defeat all enemies

**Appears the turn after you defeat all enemies



Door Opening

DOOR	TURN
①	2
②	3
③	4
④	5
⑤	6

RECOMMENDED MEMBERS

Give your Lords the three magical weapons that Athos provides. Bring along anyone who has an S rating in a weapon type—the enemies drop lots of powerful weapons, and chances are someone can use them.



PALADIN



SNIPER



DRUID



VALKYRIE

Uhai

Draw out Uhai by waiting just outside his range, then stand next to him and attack with melee units. (Kenneth won't come out until you defeat Uhai.)

Brendan and Darin

Brendan and Darin have no long-range attacks. First use magic to take out Brendan, then use Hector and Hawkeye to eliminate Darin. Keep your units out of Darin's range until Brendan falls.

Ursula and Jerme

Use Gespenst or another powerful Dark magic spell against Ursula, and Killer or Silver weapons against Jerme. The pair will emerge at the same time as Lloyd and Linus, so get ready to split your forces.

Lloyd and Linus

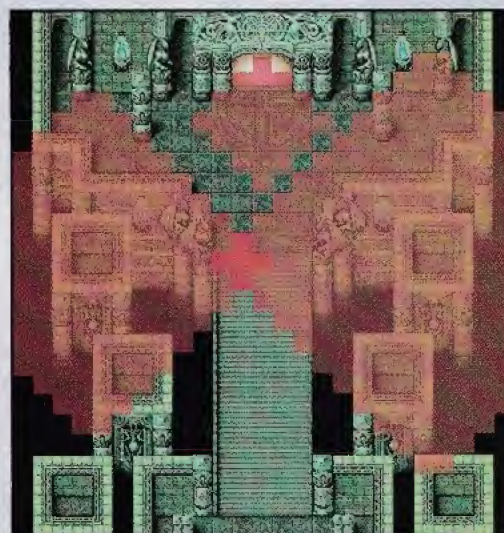
Use magic to eliminate Lloyd immediately, then hit Linus with heavy weaponry. The Berserk and Sleep Staffs will help—use one on Linus so you don't fight both brothers at the same time.

Kenneth

Kenneth will come after your troops once you send Uhai to meet his maker. Defeat Kenneth with Athos and any other units that have high Resistance ratings.

Safety Zone

In the second stage there are magic users on either side of the room. None of the units move (including the Fire Dragon) so end each turn out of range to avoid unpleasantness. Always stay four squares away from the dragon.


BOSS: *Nergal*

CLASS	Dark Druid
LEVEL	20
HP	75
WEAPON	Ereshkigal Magic



Athos showed up for a reason! Get close to Nergal, then move the Arch Sage in and have him cast Luna. When Nergal counterattacks, heal Athos with a Physic Staff, then attack again on the next turn. If you have a powerful Falcoknight, give her the Rex Hasta and let her help out.


BOSS: *Dragon*

CLASS	Fire Dragon
LEVEL	20
HP	120
WEAPON	Flametongue



The strategy on page 87 is a surefire way to defeat the Fire Dragon. If you want to try another method, send in Athos with the Luna spell and have him attack. After his first turn, you can either use the dual Physic Staff technique shown on page 87 or rescue him with flying units. Either way, heal him completely, then send him back into battle. If you have a Body Ring or Speedwings lying around, have Athos use it before he battles the beast.



Bonus Tips

Even the best field marshal can use some extra advice. Below are a few tips that you should keep in the back of your mind during every battle.

A Quick Repair Job

There's a sneaky way to restore an item's usability if it is damaged—let an enemy Thief steal it! You can then steal the item back with all its uses intact.



It's nice of Thieves to repair your items once they've stolen them. Look for green items in a Thief's inventory—that means they're ripe for the picking. Remember that Thieves can't steal weapons.

The Lord of the Rings

Nina and Nils can use a variety of rings that give status bonuses to your units. Chief among the jewelry is the Ninis's Grace, which increases a unit's Defense for a single turn. If you're clever, however, you can use the ring once and reap the benefits forever.



The trick works best in the arena. First, use Ninis's Grace on the unit of your choice, then send the unit off to fight in the arena. With the fortified Defense and Resistance ratings, he or she should win easily.



After the arena battle but before the turn ends, rescue the unit in question. At the next turn, drop the unit off and then have Ninian or Nils dance to give the rescued unit another turn—the Ninis's Grace stat bonuses will still be in effect! You can use the trick again and again until you grow tired of arena combat.

Come on Baby, Light My Way

There's nothing more annoying than lighting a Torch and uncovering very little. To avoid such nastiness, always have Thieves light your Torches.



A Thief with a Torch will eliminate fog or darkness within a 12-square radius. Now that's a fair distance!

Staff Infection

Clerics and Troubadours can use staffs only, and because of that, they are the most difficult units to level up. Check the chart below to see how much experience they gain for using particular staffs, then focus on the heavy hitters.



STAFF	EXP	
	STARTING CLASS	UPGRADED CLASS
BARRIER	17	8
BERSERK	40	20
FORTIFY	60	30
HAMMERNE	40	20
HEAL	17	8
MEND	12	6
PHYSIC	22	11
RECOVER	17	8
RESCUE	40	20
RESTORE	20	10
SILENCE	30	15
SLEEP	35	17
TORCH	15	7
UNLOCK	17	8
WARP	85	42

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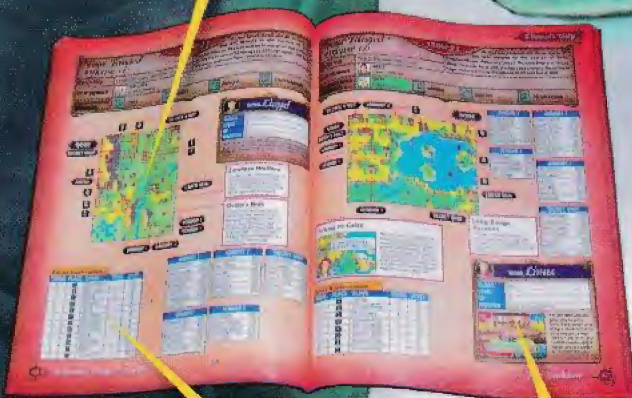
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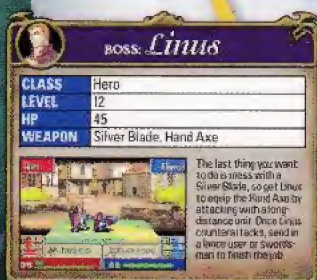
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Enemy Reinforcements				
TURNS	PLACE	CLASS	TOTAL	LEVEL
4	A	Myrmidon	1	10
4	B	Myrmidon	1	15
5	C	Monk	2	10
6	D	Brigand	1	10
7	E	Monk	1	10
7	F	Myrmidon	1	10
8	A	Myrmidon	1	10
8	B	Myrmidon	1	10
8	C	Monk	1	10
8	D	Myrmidon	1	10
9	E	Monk	1	10
9	F	Myrmidon	1	10



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ISBN 1930206-41-0



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